CHESS ANALYSED:

OR

INSTRUCTIONS

BY WHICH

A PERFECT KNOWLEDGE

OF THIS

NOBLE GAME

MAY IN A SHORT TIME BE ACQUIR'D.

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A NEW EDITION.

LONDON:

Printed for F. WINGRAVE, Succeſſor to Mr. NOURSE, in the Strand.

M.DCC.XCI.

THE PREFACE.

SO many ancient Authors have spoken in Praise of the Game of Chess, that it would be needless for me to say much of it.

Don Pietro Carrera, *who in the Year* 1617 *published a large Volume concerning the Origin and Progress of this Game, has at the same time given us a List of those Authors, which is too long to be inserted in this Preface. I will however mention the most celebrated;* Herodotus, Euripides, Sophocles, Philostratus, Homer, Virgil, Aristotle, Seneca, Plato, Ovid, Horace, Quintilian, Martial, Vida. *The Invention of this Game is by* Carrera *attributed to* Palamedes, *and he proves it from the above-mentioned Authors; it is true that several others are of a different Opinion; some say it was known before his time, others that it was invented by the Philosopher* Serses, *Councellor to* Ammolin, *King of* Babylon, *in order by this new, engaging, and speculative Game, to divert that Prince from the Cruelties he was naturally inclined to.*

The Egyptians *are said to have ranked this Game in the Number of the Sciences, and that, at a time when themselves were the only learned people; their Reason I suppose to be founded on this Principle,*

Scientia est eorum, quæ consistunt in Intellectu.

It is no Wonder to see so many different Opinions, about a Game of so long standing, and whose Author

 cannot

cannot be known to any Degree of Certainty. There are however some who will not allow it to be above 300 *Years old, tho' a few make it to be somewhat older; and perhaps they would not grant that, if the very Chess-men with which* Charlemagne * *used to play, were not still ext[illegible] the Royal Repository of the Abbey of St.* Denis.

Euripides, *in his Tragedy of* Iphigenia, *tells us, that* Ajax *and* Protesilaus *played together at Chess in Presence of* Merion, Ulysses, *and other famous* Greeks. Homer, *in the first Book of his Odyssey, relates, that the Princes, Lovers of* Penelope, *used to play at Chess at the Door of that fair Lady.*

But not to trouble the Reader with any thing more about the Origin of this Game; it will be allowed by all, to have contributed to the Amusement of the greatest Heroes for many Ages past; and those of our Days take no small Pleasure in it.

Virtue and Heroism were the two distinguishing Characters of Charles *the* XIIth, *King of* Sweden; *the Allurements and Temptations of Vice had no Power over him; he could even abstain from those things, which by most Persons of Rank are esteemed as no other than the Conveniencies of Life; he had an Aversion to Gaming, and had strictly forbid it his Army, and among his Subjects; but Chess was excepted in a particular manner; he took so much Delight in it, that he encouraged the Learning of it among all his Courtiers.* Voltaire *tells us, that while that Prince was at* Bender, *he played at it every Day with his General* Poniatoski, *or with his Treasurer* Grothusen.

I am sorry to see that the Rules of this Game (attributed to Palamedes) *have in many Countries not*

* *Charlemagne* lived in the eighth century.

been

been able to maintain their original Purity; it is said that the Greeks observed them so strictly, as not to bear a Chess-board wrong turned, having always the Idea of a Battle before them; when they play'd, they insisted on having the Rook which is on the right Hand placed upon a white Square, that Colour being of a good Omen among them, and each of the Combatants flatter'd himself, by having this white Square at his right Hand, to obtain the Victory.

This Game has in many Parts of Germany been so disfigur'd, as not to be known but by the Board and the Men; they allow playing two Moves successively at the Opening of the Game. This appears to me very ridiculous, as no Game is known, but the Players play alternately. Besides, can it be thought that where two good Players meet, he who plays last can have any great Chance of winning? Secondly, they give a Pawn Leave to pass beyond taking by Pawns; which not only makes quite a different Game from the original one, but also takes off a great deal of its Beauty; because by this means a Pawn may pass before two others, which with much Dexterity and Industry have reached within three Squares of becoming Queens, and are there stopt by the King, or the Adversary's Bishop; while this single Pawn will either go and make a Queen, or oblige you to abandon all your advanced Pawns and come attack this Wretch, who during the whole Game has done nothing. This certainly is quite opposite to the Rules of War, where Merit only can advance a Soldier's Fortune. Besides, when the King castles, they allow him to push his Rook's Pawn; by which means he plays twice running. In my Opinion all these Deformities have been introduced by Wranglers, who have obliged their Adversaries to play according to their Whims.

While

While this Field of Criticiſm lies open, I cannot paſs by my own Countrymen, who have committed as great a Fault as the Germans. *They are leſs to be excuſed, there being many good Players among them, nay ſome of the beſt in* Europe. *I preſume they have been led away (like myſelf formerly) by a bad Cuſtom, eſtabliſhed in all Probability by the Perſon who firſt brought Cheſs into* France; *I am inclined to believe it muſt have been ſome Player at Draughts, who knowing little more than the Moves of the Pieces, imagined one might make as many Queens in the Game of Cheſs, as at Draughts. I would only aſk what a fine Sight it is to ſee upon the Cheſs-board, two Pawns on the ſame Square, to diſtinguiſh a ſecond Queen; and if by chance a third ſhould be made (as I have often ſeen it at* Paris) *then it is ſtill a finer Sight, while the Bottom of one Pawn is almoſt ſufficient to cover a Square on the Board. Is not therefore this Method moſt ridiculous, eſpecially as it is practiſed in no Country where the Game of Cheſs is known?*

However, if my Countrymen will go on in this erroneous Way, I would adviſe them, to prevent all Diſputes that may ariſe about their Multiplicity of Queens, to make to each Set of Cheſs-men three or four Queens, as many Rooks, Knights, &c.

To return to Pietro Carrera, *whom it is probable the* Calabrian* *and other Authors have followed; yet neither he nor they have given us, notwithſtanding their Prolixity, but very imperfect Rules, and ſuch as can never make a good Player; they have opened ſeveral Games, and left us to end them as well as we could, by which means the Player is as puzzled, as if he had been left to begin the Game without any Inſtructions at all.*

* Jacomo Greco.

Cunningham *and* Bertin *have given us Gambits, which are lost or won according as they make the Adversary play well or ill; they have undoubtedly found their End in so easy a Method, but then of what Use can such Instructions be to one, who wishes to make himself Master of the Game? I have seen several Players, who* [illegible] *the* Calabrois *and other Authors by heart, and who, when they had play'd the four or five first Moves, did no longer know what they were about: But I may boldly say, that whoever once knows how to put in Practice the Rules I have laid down, will never be in that Case. I have avoided doing like those Authors, who, in order to fill up a Book, have stuffed it with set Games (or rather Games for Children, as their Situation will not be found once in a thousand Years) to shew the Ends of Parties, by which, all the while, nothing can be learnt. I hope Lovers of this Game will be satisfied with the* Modicum & bonum *I here offer them, which will be found useful, instructive, and will occur very frequently in playing at this Game.*

I have omitted all the Mates, except that of the Bishop and Rook against a Rook, it being the most difficult that can happen; Carrera *does indeed say, it may be forced, but we may fairly question (by his Writings) whether he himself knew how to do it.*

My chief Intention is to recommend myself to the Public, by a Novelty no one has thought of, or perhaps ever understood well; I mean how to play the Pawns: They are the very Life of this Game: They alone form the Attack and the Defence; on their good or bad Situation depends the Gain or Loss of each Party.

A Player,

A Player, who, when he has play'd a Pawn well, can give no Reason for his Moving it to such a Square, may be compared to a General, who with much Practice has little or no Theory.

Throughout my four first G[illegible]s may be seen a regular Attack and Defe[illegible]

The Observations [illegible]de on the most essential Moves, and which [illegible]times appear least intelligible, will shew the Reason for playing as is laid down, and also that by playing any thing else, you must unavoidably have lost the Party; the Back-games are a Proof of it; by shewing the Effect, the Reason must easily be conceived.

By the Gambits it may be seen, that those Parties give no Advantage to him who attacks, or to him who defends them; if both play equally well, the Game becomes most commonly a drawn Game. It is true, that if either the one or the other commits a Fault in the twelve first Moves, the Game will soon be lost.

My Back-Games to the Gambits, which, tho' less instructive, are more frequent than to the other Games, will shew it.

The Queen's Gambit being such as to give Rise in its first Moves to many different Parties, has hitherto deterr'd Authors from dissecting it. They have slightly mentioned it, and given us the Beginning of some Games with many erroneous Moves: I think I have found out its true Defence; they who understand that Party, will judge whether I have succeeded or not.

GAME FIRST,

WITH

Reflections on the moſt material Moves; and two Back Games; one beginning from the 12th, and the ſecond from the 37th Move of this Game.

1.

White. THE King's Pawn two Steps.
Black. The ſame.

2.

W. The King's Biſhop at his Queen's Biſhop's fourth Square.
B. The ſame.

3.

W. The Queen's Biſhop's Pawn one Move.
B. The King's Knight at his Biſhop's third Square.

4.

W. The Queen's Pawn two Moves *(a)*.
B. The Pawn takes it.

(a) This Pawn is played two Moves for two very important Reaſons; the firſt is, to hinder your Adverſary's King's Biſhop to play upon your King's Biſhop's Pawn; and the ſecond, to put the Strength of your Pawns in the Middle of the Exchequer, which is of great Conſequence to attain the making of a Queen.

5.

W. The Pawn retakes the Pawn *(b)*.

B. The King's Biſhop at his Queen's Knight's third Square *(c)*.

6.

W. The Queen's Kn[illegible] his Biſhop's third Square.

B. The King caſtles.

7.

W. The King's Knight at his King's ſecond Square *(d)*.

B. The Queen's Biſhop's Pawn one Move.

8.

W. The King's Biſhop at his Queen's third Square *(e)*.

B. The Queen's Pawn two Moves.

9. *W*.

(b) When you find your Game in the preſent Situation, *(viz.)* one of your Pawns at your King's fourth Square, and one at your Queen's fourth Square, you muſt puſh neither of them before your Adverſary propoſes to change one for the other: in this caſe you are to puſh forwards the attack'd Pawn. It is to be obſerved that Pawns, when ſuſtained in a front Line, hinder very much the Adverſary's Pieces to enter in your Game, or take an advantageous Poſt. This Rule may ſerve for all other pawns thus ſituated.

(c) If inſtead of retiring his Biſhop, he gives you Check with it, you are to cover the Check with your Biſhop, in order to retake his Biſhop with your Knight, in caſe he takes your Biſhop; your Knight will then defend your King's Pawn, otherwiſe unguarded. But probably he will not take your Biſhop, becauſe a good Player ſtrives to keep his King's Biſhop as long as poſſible.

(d) You muſt not eaſily play your Knights at your Biſhop's third Square, before the Biſhop's Pawn has moved two Steps, becauſe the Knight proves an Hindrance to the Motion of the Pawn.

(e) Your Biſhop retires to avoid being attack'd by the black Queen's Pawn, which would force you to take his Pawn with

9.

W. The King's Pawn one Move.
B. The King's Knight at his King's Square.

10.

W. The Queen's Bishop at his King's third Square.
B. The King's Bishop's Pawn one Move *(f)*.

11.

W. The Queen at her second Square *(g)*.
B. The King's Bishop's Pawn takes the Pawn *(h)*.

12.

W. The Queen's Pawn retakes it.
B. The Queen's Bishop at his King's third Square *(i)*.

13. *W.*

with yours; this would very much diminish the Strength of your Game, and spoil entirely the Project already mentioned, and observed in the first and second Reflections. *Vide a* and *b*.

(f) He playeth this Pawn to give an Opening to his King's Rook; and this cannot be hindered, whether you take his Pawn or not.

(g) If you should take the Pawn offer'd to you, instead of playing your Queen, you would be guilty of a great Fault, because your Royal Pawn would then lose its Line; whereas if he takes your King's Pawn, that of your Queen supplies the Place, and you may afterwards sustain it with that of your King's Bishop's Pawn; These two Pawns will undoubtedly win the Game, because they can now no more be separated without the Loss of a Piece, or one of them will make a Queen, as will be seen by the Sequel of this Game, Moreover, it is of no small Consequence to play your Queen in that Place for two Reasons; the first, to support and defend your King's Bishop's Pawn; and secondly, to sustain your Queen's Bishop, which, being taken, would oblige you to retake his Bishop with the above-mentioned last Pawn; and thus your best Pawns would have been totally divided, and by Consequence the Game indubitably lost,

(h) He takes the Pawn to pursue his Project, which is to give an Opening to his King's Rook, and make it fit for Action.

(i) He playeth this Bishop to protect his Queen's Pawn, and with a View to push afterwards that of his Queen's Bishop's.

 Observe,

13.

W. The King's Knight at his King's Biſhop's fourth Square *(k)*.

B. The Queen at her King's ſecond Square.

14.

W. The Queen's Biſhop takes the black Biſhop *(l)*.

B. The Pawn takes the Biſhop.

15.

W. The King caſtles with his Rook *(m)*.

B. The Queen's Knight at his Queen's ſecond Square.

Obſerve, that he might have taken your Biſhop without Prejudice to his Scheme, but he chuſes rather to let you take his, in order to get an Opening for his Queen's Rook, tho' he ſuffers to have his Knight's Pawn doubled by it; but you are again to obſerve, that a double Pawn is no ways diſadvantageous when ſurrounded by three or four other Pawns. However, to avoid Criticiſm, this will be the Subject of a Back-game, beginning from this twelfth Move, to which you are ſent after the Party is over; the Black Biſhop will then take your Biſhop; It will then be ſhewn, that, playing well on both Sides, it will make no Alteration in the Caſe. The King's Pawn, together with the Queen's, or the King's Biſhop's Pawn, well play'd, and well ſuſtain'd, will certainly win the Game.

N. B. In regard to theſe Back-games, I ſhall make them only upon the moſt eſſential Moves; for if I were to make them upon every Move, it would be an endleſs Work.

(k) Your King's Pawn being as yet in no Danger, your Knight attacks his Biſhop, in order to take it, or have it removed.

(l) As it is always dangerous to let the Adverſary's King's Biſhop batter the Line of your King's Biſhop's Pawn; and as it is likewiſe the moſt dangerous Piece to form an Attack, it is not only neceſſary to oppoſe him by times your Queen's Biſhop, but you muſt get rid of that Piece as ſoon as a convenient Occaſion offers.

(m) You chuſe to caſtle on the King's Side, in order to ſtrengthen and protect your King's Biſhop's Pawn, which you will advance two Steps as ſoon as your King's Pawn is attack'd.

16. *W.*

16.

W. The Knight takes the black Bishop.
B. The Queen takes the Knight.

17.

W. The King's Bishop's Pawn two Steps.
B. The King's Knight at his Queen's Bishop's second Square.

18.

W. The Queen's Rook at its King's Place.
B. The King's Knight's Pawn one Move *(n)*.

19.

W. The King's Rook's Pawn one Move *(o)*.
B. The Queen's Pawn one Move.

20.

W. The Knight at his King's fourth Square.
B. The King's Rook's Pawn one Move *(p)*.

21.

W. The Queen's Knight's Pawn one Move.
B. The Queen's Rook's Pawn one Move.

22.

W. The King's Knight's Pawn two Steps.
B. The King's Knight at his Queen's fourth Square.

23.

W. The Knight at his King's Knight's third Square *(q)*.

(n) He is forced to play this Pawn, to hinder you from pushing your King's Bishop's Pawn upon his Queen.

(o) This King's Rook's Pawn is play'd to unite all your Pawns together, and push them afterwards with Vigour.

(p) He playeth this Pawn to hinder your Knight entering in his Game, and forcing his Queen to remove; were he to play otherwise, your Pawns would have an open Field.

(q) You play this Knight to enable yourself to push your King's Bishop's Pawn next; it will be then supported by three Pieces, the Bishop, the Rook, and the Knight.

B. The King's Knight at the white King's third Square *(r)*.

24.

W. The Queen's Rook takes the Knight.

B. The Pawn takes the Rook.

25.

W. The Queen takes the Pawn.

B. The Queen's Rook takes the Pawn of the opposite Rook.

26.

W. The Rook at his King's Place *(s)*.

B. The Queen takes the white Queen's Knight's Pawn.

27.

W. The Queen at her King's fourth Square.

B. The Queen at her King's third Square *(t)*.

28.

W. The King's Biſhop's Pawn one Move.

B. The Pawn takes it.

29.

W. The Pawn takes again *(u)*.

B. The Queen at her fourth Square *(w)*.

(r) He playeth this Knight to hinder your Project, by breaking the Strength of your Pawns, which he would undoubtedly do by puſhing his King's Knight's Pawn; but you break his Deſign by changing your Rook for his Knight.

(s) You play yonr Rook to protect your King's Pawn, who would remain in the lurch as ſoon as you puſh your King's Biſhop's Pawn.

(t) The Queen returns to hinder the Check-mate, now ready prepared.

(u) Were you not to take with your Pawn, your firſt Project, laid in the Beginning of the Game, would be reduced to nothing, and you would run the Riſk of loſing the Game.

(w) He offers to change Queens, in order to break your Scheme of giving him Check-mate with your Queen and Biſhop.

30.

W. The Queen takes the Queen.
B. The Pawn takes the Queen.

31.

W. The Biſhop takes the Pawn in his way.
B. The Knight at his third Square.

32.

W. The King's Biſhop's Pawn one Move *(x)*.
B. The Queen's Rook at the white Queen's Knight's ſecond ſquare.

33.

W. The Biſhop at his Queen's third Square.
B. The King at his Biſhop's ſecond Square.

34.

W. The Biſhop at the black King's Biſhop's fourth Square.
B. The Knight at the white Queen's Biſhop's fourth Square.

35.

W. The Knight at the black King's Rook's fourth Square.
B. The King's Rook gives check.

36.

W. The Biſhop covers the Check.
B. The Knight at the white Queen's ſecond Square.

37.

W. The King's Pawn gives check.

(x) You are to obſerve, when your Biſhop runs upon White, you muſt ſtrive to put your Pawn always upon Black, becauſe then your Biſhop ſerves to drive away your Adverſary's King or Rook when between your Pawns; the ſame when your Biſhop runs Black, to have then your Pawns upon White. Few Players have made this Remark, tho' a very eſſential one.

B. The King at his Knight's third Square *(y)*.

38.

W. The King's Bifhop's Pawn one Move.
B. The Rook at its King's Bifhop's Square.

39.

W. The Knight gives check at the fourth Square of his King's Bifhop.
B. The King at his Knight's fecond Square.

40.

W. The Bifhop at the black King's Rook's fourth Square.
B. Playeth any where the white pufhes to Queen.

FIRST BACK-GAME,

OR

Continuation of the firft Game from the twelfth Move.

12.

W. THE Queen's Pawn retakes it.
B. The King's Bifhop takes the white Queen's Bifhop.

13.

W. The Queen takes the Bifhop.
B. The Queen's Bifhop at his King's third Square.

(y) As his King may retire at his Bifhop's Square, it is neceffary to fend you to a fecond Back-game, which will fhew you how to proceed in this Cafe.

14.

W. The King's Knight at his King's Biſhop's fourth Square.

B. The Queen at her King's ſecond Square.

15.

W. The Knight takes the Biſhop.

B. The Queen takes the Knight.

16.

W. The King caſtles his Rook.

B. The Queen's Knight at his Queen's ſecond Square.

17.

W. The King's Biſhop's Pawn two Moves.

B. The King's Knight's Pawn one Move.

18.

W. The King's Rook's Pawn one Move.

B. The King's Knight at his ſecond Square.

19.

W. The King's Knight's Pawn two Steps.

B. The Queen's Biſhop's Pawn one Move.

20.

W. The Knight at his King's ſecond Square.

B. The Queen's Pawn one Move.

21.

W. The Queen at her ſecond Square.

B. The Queen's Knight at his third Square.

22.

W. The Knight at his King's Knight's third Square.

B. The Queen's Knight at his Queen's fourth Square.

23.

W. The Queen's Rook at its King's Square.

B. The Queen's Knight at the white King's third Square.

24.

W. The Rook takes the Knight.
B. The Pawn takes the Rook.

25.

W. The Queen takes the. Pawn.
B. The Queen takes the white Queen's Rook's Pawn.

26.

W. The King's Biſhop's Pawn one Move.
B. The Queen takes the Pawn.

27.

W. The King's Biſhop's Pawn one Move.
B. The Knight at his King's Square.

28.

W. The King's Knight's Pawn one Move.
B. The Queen at the white Queen's fourth Square.

29.

W. The Queen takes the Queen.
B. The Pawn takes the Queen.

30.

W. The King's Pawn one Move.
B. The Knight at his Queen's third Square.

31.

W. The Knight at his King's fourth Square.
B. The Knight at his King's Biſhop's fourth Square.

32.

W. The Rook takes the Knight.
B. The Pawn takes the Rook.

33.

W. The Knight at the [redacted] Black Queen's third Square.
B. The King's Biſhop's Pawn one Move, or any where; the Game being loſt.

34.

W. The King's Pawn one Move.

B. The King's Rook at its Queen's Knight's Square.

35.

W. The Biſhop gives check.

B. The King retires, having but one Place.

36.

W. The Knight gives check.

B. The King removes.

37.

W. The Knight at the black Queen's Square diſcovering check.

B. The King moves where he can.

38.

W. The King's Pawn making a Queen, gives Check-mate in the mean time.

There requires no Animadverſions on the Moves of this Back-game, they being almoſt all the ſame as in the firſt Game.

SECOND BACK-GAME.

Of the Firſt Party,

Beginning from the thirty-ſeventh Move.

37.

W. THE King's Pawn gives check.
B. The King at his Biſhop's Square.

38.

W. The Rook at its Queen's Rook's Square.
B. The Rook gives check at the white Queen's Knight's Square.

39.

W. The Rook takes the Rook.
B. The Knight retakes the Rook.

40.

W. The King at his Rook's ſecond Square.
B. The Knight at the white Queen's Biſhop's third Square.

41.

W. The Knight at his King's Biſhop's fourth Square.
B. The Knight at the white King's fourth Square.

42.

W. The Knight takes the Pawn.

B. The Rook at its King's Knight's fourth Square.

43.

W. The King's Pawn one Move, and gives check.

B. The King at his Biſhop's ſecond Square.

44.

W. The Biſhop gives check at the black King's third Square.

B. The King takes the Biſhop.

45.

W. The King's Pawn makes a Queen, and wins the Game.

SECOND GAME,

WITH

THREE BACK-GAMES

The firſt beginning from the third, the other from the eighth, and the laſt from the twenty-ſixth Move.

1.

White. THE King's Pawn two Steps.
Black. The ſame.

2.

W. The King's Biſhop at his Queen's Biſhop's fourth Square.
B. The Queen's Biſhop's Pawn one.

3.

W. The Queen's Pawn two Steps *(a)*.
B. The Pawn takes the Pawn *(b)*.

4. *W.*

(a) 'Tis abſolutely neceſſary to puſh this Pawn two Steps; playing any thing elſe would get him the Move, and by conſequence the Attack: This would put your Game in a bad Condition, becauſe you could hinder him no longer from putting the Strength of his Pawns in the middle of the Cheſs-Board: and (ſuppoſing always none of you to play amiſs) would win him the Game.

(b) If he refuſes taking your Pawn, in order to purſue immediately his intended Scheme of attacking your Biſhop with

4.

W. The Queen takes the Pawn.

B. The Queen's Pawn one Move.

5.

W. The King's Biſhop's Pawn two Moves.

B. The Queen's Biſhop at his King's third Square *(c)*.

6.

W. The King's Biſhop at his Queen's third Square.

B. The Queen's Pawn one Move.

7.

W. The King's Pawn one Move.

B. The Queen's Biſhop's Pawn one Move.

8.

W. The Queen at her King's Biſhop's ſecond Square.

B. The Queen's Knight at his Queen's Biſhop's third Square *(d)*.

9. *W*.

with his Queen's Pawn, he will (with regular Play on both Sides) loſe the Game, becauſe his Queen's Pawn being ſeparated from his Camarades, cannot avoid being loſt. This producing great Alterations in the Game, will be the Subject of my firſt Back-game beginning from his third Move.

(c) He playeth this Biſhop for three weighty Reaſons: The firſt and moſt material is, to puſh his Queen's Pawn, in order to make room for his King's Biſhop; the ſecond, to oppoſe it to your King's Biſhop; and the third, to get rid of him, according to the Rule preſcribed in the firſt Party, *vide (l)* page 4.

(d) If inſtead of getting out his Pieces he ſhould continue to puſh on his Pawns, he would loſe the Game infallibly; becauſe it muſt be obſerved, that one or two Pawns, too far advanced in the Beginning of a Game, muſt be reckon'd as good as loſt, except when all the Pieces are fit for Action, or that thoſe Pawns when taken, can have their Places ſupplied again by other Pawns. This will be demonſtrated by a ſecond Back-game, beginning from the eighth Move; which will convince you that two Pawns in a front Line,

ſituated

9.

W. The Queen's Biſhop's Pawn one Move.
B. The King's Knight's Pawn one Move.

10.

W. The King's Rook's Pawn one Move.
B. The King's Rook's Pawn two Moves *(e)*.

11.

W. The King's Knight's Pawn one Move.
B. The King's Knight at his Rook's third Square.

12.

W. The King's Knight at his Biſhop's third Square.
B. The King's Biſhop at his King's ſecond Square.

13.

W. The Queen's Rook's Pawn two Steps.
B. The King's Knight at his Biſhop's 4th Square.

14.

W. The King at his Biſhop's Square *(f)*.
B. The King's Rook's Pawn one Move.

15.

W. The King's Knight's Pawn one Move.
B. The Knight gives check to the King and to the Rook.

ſituated upon your fourth Squares, are better than two upon the Sixth Squares; becauſe they being ſo diſtant from the Main Body, may be compared, as in an Army, to loſt Van-guards and Sentries.

(e) He puſhes this Pawn two Steps, to hinder your Pawns, being four to three on that Side, to fall upon his own. Here is an obſervation to be made, that in the preſent Situation two equal Bodies of Pawns are on the Cheſs-Board; you have four to three on your King's Side, and he has likewiſe four to three on his Queen's Side: thoſe on the King's Side have always ſome Advantage; the King being by a ſuperior Number better guarded: Neverthelefs, he that will be able to ſeparate firſt his adverſary's Pawns (eſpecially on that Side where they are ſtrongeſt) will undoubtedly win the Game.

(f) You play your King, in order to be able to form your Attack, as well on your left, as on your right Wing.

16. *W*.

16.

W. The King at his Knight's ſecond Square.
B. The Knight takes the Rook.

17.

W. The King takes the Knight *(g)*.
B. The Queen at her ſecond Square.

18.

W. The Queen at her King's Knight's Square *(h)*.
B. The Queen's Rook's Pawn two Steps.

19.

W. The Queen's Biſhop at his King's third *(i)* Square.
B. The Queen's Knight's Pawn one Move.

20.

W. The Queen's Knight at his Rook's 3d Square.
B. The King caſtles on his Queen's Side *(k)*.

(g) Though a Rook is commonly a better Piece than a Knight, yet this Change turns to your Advantage; the Reaſon of it is, in the firſt Place, that this Knight has already made at leaſt four Moves before his Arrival to that Place, whereas your Rook never ſtirr'd yet from its Place: Secondly, his Knight being thus ſituated proves very troubleſome to you; ſo the taking of him puts your King in an eaſy Situation, and enables you the better to form your Attack on either Side, where your Adverſary ſhall chuſe to caſtle.

(h) 'Tis of conſequence to play your Queen, in order to ſuſtain your King's Biſhop's Pawn, for fear he ſhould ſacrifice his Biſhop for your two Pawns, which he certainly would do; becauſe all the Strength of your Game conſiſting in your Pawns, the breaking of them would give him the Attack upon you, and probably make you loſe the Game.

(i) You play this Biſhop with an Intention to draw him to puſh his Queen's Biſhop's Pawn, which would give you the Game very ſoon, becauſe it gives an Opening to your Knights to enter his Game every where.

(k) He caſtles on his Queen's Side, to avoid the great Strength of your Pawns on the other Side; and the more ſo, becauſe they are already further advanced than thoſe on your Queen's Side.

21.

W. The King's Biſhop gives check.

B. The King at his Queen's Biſhop's ſecond Square.

22.

W. The Queen's Knight at his Queen's Biſhop's ſecond Square *(l)*.

B. The Queen's Rook at her own Place.

23.

W. The King's Biſhop at the black Queen's Knight's fourth Square.

B. The Queen at her home *(m)*.

24.

W. The Queen's Knight's Pawn two Steps.

B. The Queen at her King's Biſhop's Square.

25.

W. The Queen's Knight's Pawn takes the black Queen's Biſhop's Pawn.

B. The Queen's Knight's Pawn takes the Pawn again.

26.

W. The King's Knight at his Queen's ſecond Square *(n)*.

B. The Queen's Biſhop's Pawn one Move *(o)*.

(l) If, inſtead of going back, in order to purſue your Attack on the Pawns that retard your winning of the Game, you ſhould give him Check, you would loſe at leaſt two Moves by it.

(m) He playeth his Queen with a Deſign to put her next at her King's Biſhop's Square, foreſeeing very well that his whole Game depends on ſuſtaining his Queen's Biſhop's Pawn.

(n) You play this Knight with a View always to attack the Pawn in queſtion.

(o) He playeth this Pawn to gain one Move, and to hinder your King's Knight from placing himſelf at your Queen's Knight's third Square. But as this 26th Move may be play'd otherwiſe, I refer it to my third and laſt Back-game.

27.

W. The King's Knight at his Biſhop's 3d Square.
B. The King's Biſhop's Pawn one Move *(p)*.

28.

W. The Queen's Biſhop gives check.
B. The King at his Queen's Knight's ſecond Square.

29.

W. The Biſhop takes the Knight and gives check.
B. The King takes the Biſhop.

30.

W. The King's Knight gives check.
B. The King at his Queen's ſecond Square *(q)*.

31.

W. The King's Biſhop's Pawn one Move.
B. The Biſhop at his King's Knight's Square.

32.

W. The King's Pawn gives check.
B. The King at his home.

33.

W. The King's Knight at the black Queen's Knight's fourth Square.
B. The King's Biſhop at his Queen's third Square.

34.

W. The Queen at her fourth Square *(r)*.
B. Loſt every where.

(p) Whatever he may play now, the Game is irretrievable; becauſe as ſoon as your Knights can get a free Paſſage, the Game is decided.

(q) If his King takes your Queen's Biſhop, you have his Queen by a diſcovered check upon him; and if he playeth otherwiſe, he loſes his Queen's Biſhop.

(r) The Queen takes afterwards his Queen's Pawn, enters his Game, and maſters moſt of his Pieces; therefore it is needleſs to go on.

FIRST BACK-GAME.

Beginning from the Third Move of the Second Party.

3d Move.

White. THE Queen's Pawn two Steps.
Black. The ſame.

4.

W. The King's Pawn takes the Pawn.
B. The Queen's Biſhop's Pawn takes the Pawn.

5.

W. The Biſhop gives check.
B. The Biſhop covers the Check.

6.

W. The Biſhop takes the Biſhop.
B. The Knight takes the Biſhop.

7.

W. The Queen's Pawn takes the Pawn.
B. The Knight takes that Pawn.

8.

W. The Queen at her King's ſecond Square.
B. The ſame.

9.

W. The Queen's Knight at his Biſhop's 3d Square.
B. The King caſtles.

10.

W. The Biſhop at his King's Biſhop's 4th Square.
B. The Queen's Knight at his Biſhop's 3d Square.

11.

W. The King castles.
B. The Queen takes the Queen.

12.

W. The King's Knight takes the Queen.
B. The Queen's Pawn one Move.

13.

W. The Queen's Knight at his King's 4th Square.
B. The King's Bishop's Pawn one Move *(a)*.

14.

W. The King's Rook's Pawn two Moves.
B. The King's Rook's Pawn the same.

15.

W. The King's Rook at its third Square.
B. The King's Knight at his Rook's third Square.

16.

W. The Bishop takes the Knight.
B. The Rook takes the Bishop.

17.

W. The King's Rook at its Queen's third Square.
B. The Queen's Rook at its King's Square.

18.

W. The King's Knight takes the Pawn.
B. The Knight at the white Queen's Knight's fourth Square *(b)*.

19.

W. The King's Rook at its King's third Square.

(a) If in lieu of playing this Pawn, he had play'd his Rook at his King's Square to attack your two Knights; you might have let him take the Pawn that is at your King's second Square, and with your other Knight have attack'd his King's Bishop's Pawn. The Consequence is plainly seen.

(b) Had he taken your Knight with his Rook, instead of playing as he did; yours (taking his again) would have gain'd you his King's Bishop, by a Check given with your Rook, and consequently the Game.

B. The Knight takes the Rook's Pawn and gives check.

20.

W. The King at his Queen's Knight's Square.
B. The Knight retires.

21.

W. The Knight checks the King and Rook at once, and having the Advantage of a good Situation, and a Rook for a Bishop, must get the Game. This Observation sheweth, that when both Sides play well, he that moves first will almost always win the Game.

SECOND BACK-GAME.

Beginning from the Eighth Move of the Second Party.

8.

White. THE Queen at her King's Bishop's second Square.
Black. The Queen's Bishop's Pawn one Move.

9.

W. The King's Bishop at his King's 2d Square.
B. The Queen's Pawn one Move.

10.

W. The Queen's Bishop's Pawn one Move.
B. The Queen's Pawn one Move.

11.

W. The King's Biſhop at his third Square.

B. The Queen's Biſhop at his Queen's fourth Square.

12.

W. The Queen's Knight's Pawn one Move.

B. The Queen's Knight's Pawn two Steps.

13.

W. The Queen's Rook's Pawn two Steps.

B. The Queen's Biſhop's Pawn takes the Pawn.

14.

W. The Queen's Rook's Pawn takes that Pawn.

B. The Queen's Biſhop takes the white Biſhop.

15.

W. The King's Knight takes the Biſhop.

B. The Queen's Knight at his Queen's ſecond Square.

16.

W. The Queen's Biſhop at his King's 3d Square.

B. The Rook at its Queen's Knight's Square.

17.

W. The Queen's Biſhop's Pawn one Move.

B. The Queen's Knight at his third Square.

18.

W. The Queen's Knight at his Queen's ſecond Square.

B. The King's Biſhop at the white Queen's Knight's fourth Square.

19.

W. The King caſtles, and will undoubtedly win the Game, becauſe all his Pawns are well ſituated, and well ſuſtain'd; whilſt his Adverſary's Pawns are ſeparated, and likely to be loſt.

THIRD and LAST
BACK-GAME.

On this Second Party, beginning at the Twenty-ſixth Move.

26.

W. THE King's Knight at his Queen's ſecond Square.

B. The King's Biſhop's Pawn one Step.

27.

W. The King's Knight at his Queen's Knight's third Square.

B. The Queen's Biſhop's Pawn one Move.

28.

W. The Queen's Biſhop gives check.

B. The King at his Queen's Knight's ſecond Square.

29.

W. The King's Knight gives check at the black Queen's Biſhop's fourth Square.

B. The King's Biſhop takes the Knight.

30.

W. The Queen's Biſhop takes the Biſhop.

B. The Queen at her Biſhop's Square.

31. *W.*

31.

W. The Rook at its Queen's Knight's Square.

B. The King at his Queen's Bishop's second Square.

32.

W. The Queen's Bishop gives check at the black Queen's third Square.

B. The King at his Queen's Square.

33.

W. The Queen gives check at the black Queen's Knight's third Square.

B. The King any where loses the Game.

THIRD

THIRD PARTY,

Beginning with the Black;

Wherein it is ſhewn, that playing the King's Knight, the ſecond Move, is entirely wrong; becauſe it not only loſes the Attack, but gives it to the Adverſary. It will be ſeen likewiſe by three different BACK-GAMES, that a good Attack keeps the Defender always embarraſſed.

1.

Black. THE King's Pawn two Steps.
White. The ſame.

2.

B. The King's Knight at his Biſhop's 3d Square.
W. The Queen's Pawn one Move.

3.

B. The King's Biſhop at the Queen's Biſhop's fourth Square.
W. The King's Biſhop's Pawn two Moves *(a)*.

4. *B.*

(a) Any thing elſe your Adverſary could have play'd, this was always your beſt Move, it being very advantageous to change your King's Biſhop's Pawn for his royal Pawn; becauſe

4.

B. The Queen's Pawn one Move.
W. The Queen's Biſhop's Pawn one Move.

5.

B. The King's Pawn takes the Pawn *(b)*.
W. The Queen's Biſhop retakes the Pawn.

6.

B. The Queen's Biſhop at the white King's Knight's fourth Square.
W. The King's Knight at his Biſhop's third Square *(c)*.

cauſe your King and Queen's Pawns place themſelves in the Middle of the Cheſs-board, and become in a State of ſtopping all the Progreſſes of your Adverſary's Pieces; beſides this, you gain the Attack upon him, and that by his having play'd his King's Knight at the ſecond Move. You have ſtill another Advantage by loſing your King's Biſhop's Pawn for his King's Pawn; that is, when you do caſtle with your King's Rook, the ſame Rook finds itſelf immediately free and fit for Action in the very Beginning of the Game. This will be demonſtrated by my firſt Back-game, beginning from the third Move, to which you are ſent after the Party.

(b) You muſt obſerve, that if he refuſes taking your Pawn, you are to leave it in the ſame Situation and Place expoſed to be taken; except, however, he ſhould chuſe to caſtle with his King's Rook, in ſuch caſe you muſt without any Heſitation, or the interval of a ſingle Move, puſh that very Pawn forwards, and in order to attack, and fall upon his King with all the Pawns of your right Wing. The Effect of it will be beſt learn'd by a ſecond Back-game, beginning from this fifth Move, to which you are ſent. You are to obſerve again, as a general Rule, not to determine eaſily to puſh on the Pawns either of your right or left Wings before your Adverſary's King has caſtled; he will otherwiſe retire where your Pawns are leſs ſtrong or leſs advanced, and by conſequence leſs dangerous to him.

(c) If he takes your Knight, you muſt abſolutely take his with your Pawn, which being join'd to his Camarades, encreaſes their Strength, and by conſequence that of your Game.

7.

B. The Queen's Knight at his Queen's ſecond Square.

W. The Queen's Pawn one Move.

8.

B. The Biſhop retires.

W. The King's Biſhop at his Queen's third *(d)* Square.

9.

B. The Queen at her King's ſecond Square.

W. The ſame.

10.

B. The King caſtles with his Rook *(e)*.

W. The Queen's Knight at his Queen's ſecond Square.

11.

B. The King's Knight at his Rook's fourth *(f)* Square.

W. The Queen at her King's third Square.

(d) This is the beſt Square your King's Biſhop can chuſe, except the fourth of his Queen's Biſhop; particularly when you have the Attack, and it be out of your Adverſary's Power to hinder that Biſhop from playing on his King's Biſhop's Pawn.

(e) If he had caſtled on his Queen's Side, it would have been then your Game to caſtle on your King's Side, in order to attack him more commodiouſly with your Pawns on the left. It is here again neceſſary to obſerve, for a general Rule, that as it is dangerous in an Army to attack the Enemy too ſoon, it muſt ſerve likewiſe for Inſtruction here not to be too haſty in puſhing your Pawns forwards, till they are well ſuſtain'd by one another, and alſo by your Pieces, otherwiſe your Attack will prove abortive. The Form of this Attack at your left will be ſeen by a third Back-game, beginning from this tenth Move.

(f) He playeth this Knight to make room to his King's Biſhop's Pawn, with a Deſign to advance it two Steps, in order to ſtrive to break the Chain of your Pawns.

12. *B*.

12.

B. The King's Knight takes the Biſhop *(g)*.
W. The Queen retakes the Knight.

13.

B. The Queen's Biſhop takes the Knight *(h)*.
W. The Pawn retakes the Biſhop.

14.

B. The King's Biſhop's Pawn two Moves.
W. The Queen at her King's Knight's third Square.

15.

B. The Pawn takes the Pawn.
W. The Biſhop's Pawn retakes it.

16.

B. The King's Rook at its King's Biſhop's third Square *(i)*.
W. The King's Rook's Pawn two Steps *(k)*.

(g) If he had puſh'd his King's Biſhop's Pawn inſtead of taking your Biſhop, you muſt then have attack'd his Queen with your Queen's Biſhop, and puſh'd your King's Rook's Pawn the next Move upon his Biſhop, to force him to take your Knight: In this Caſe (as I have already obſerved) your beſt way was to retake his Biſhop with your Pawn, in order to ſupport the better your royal Pawn, and replace it in caſe it be taken.

(h) If he did not take your Knight, his Biſhop would remain impriſon'd by your Pawns, or he would loſe at leaſt three Moves to get him free; which three uſeleſs Moves are ſufficient to ſpoil his Game.

(i) He playeth this Rook with two Deſigns, either to double it, or to remove your Queen.

(k) You puſh this Pawn two Steps to give your Queen more room, which being attack'd can retire behind this Pawn, and then remain battering upon her Adverſary's King's Rook's Pawn. Your Pawn advancing afterwards will become dangerous to your Adverſary's King.

17. *B.*

17.

B. The Queen's Rook at its King's Bishop's Square.

W. The King castles with his Queen's Rook.

18.

B. The Queen's Bishop's Pawn two Steps.

W. The King's Pawn one Step *(l)*.

19.

B. The Queen's Pawn takes the Pawn.

W. The Queen's Pawn one Move.

(l) Here is a Move as difficult to comprehend, as it is to be well explained. In the first place you are to observe, that when you find yourself with a Chain of Pawns following one another, upon one and the same colour'd Squares; or, to say better, in an oblique Line, the Pawn who has the Van, or is at the Head of them, must not be abandon'd, but must strive to keep and preserve his Post. Here then you must observe, that your King's Pawn being not in the Line with his Camarades, your Adversary has push'd his Queen's Bishop's Pawn two Steps, for two Reasons: The first to engage you to push that of your Queen forwards, which in this case would be always stopp'd by that of his Queen's; and thus leaving behind that of your King, would render it consequently entirely useless. The second is to hinder your King's Bishop to batter upon his King's Rook's Pawn; therefore it is best to push your King's Pawn upon his Rook, and sacrifice it; because then your Adversary (by taking it, as he cannot well do otherwise) openeth a free Passage to your Queen's Pawn, which you are to advance immediately, and sustain in case of need with your other Pawns; in order to make a Queen with it, or draw some other considerable Advantage by it to win the Game. It is true, that his Queen's Pawn (now become his King's) appears to have the same Advantage of having no Opposition from your Pawns to make a Queen; however, the Difference is great, because his Pawn being entirely separated from his Camarades, will always be in danger of being snatch'd away in his Road by a Multitude of your Pieces all at War against it. But to know well how to make use of these Moves at proper times, one must be already a good Player.

§ 20. *B.*

20.

B. The Biſhop at his Queen's Biſhop's ſecond Square.

W. The Knight at his King's fourth Square *(m)*.

21.

B. The King's Rook at the white King's Biſhop's third Square.

W. The Queen at her King's Knight's ſecond Square.

22.

B. The Queen at her King's Biſhop's ſecond Square *(n.)*

W. The Knight at the black King's Knight's fourth Square.

23.

B. The Queen gives check.

W. The King at his Queen's Knight's Square.

24.

B. The Rook takes the Biſhop *(o)*.

W. The Rook retakes the Rook.

(m) It was neceſſary to play that Knight in order to ſtop his King's Pawn; the more becauſe this very Pawn, in its preſent Situation, ſtops the Paſſage of his own Biſhop, and even of his Knight.

(n) He playeth his Queen in order next to give you check: but if he had play'd his King's Rook's Pawn to hinder the attack of your Knight, you muſt have attack'd his Biſhop and his Queen with your Queen's Pawn; and in this Caſe he would have been forced to take your Pawn, and you ſhould have retaken his Biſhop with your Knight, which he could not have taken with his Queen, becauſe ſhe would have been loſt by a diſcover'd Check with your Biſhop.

(o) He takes your King's Biſhop; firſt, to ſave his King's Rook's Pawn, and that your Biſhop proves more incommodious to him than any other of your Pieces; and ſecondly, to put his Queen upon the Rook that covers your King.

25.

B. The Queen at her King's Bishop's fourth Square.

W. The Queen at her King's fourth Square (*p*).

26.

B. The Queen takes the Queen.

W. The Knight takes the Queen.

27.

B. The Rook at the white King's Bishop's fourth Square.

W. The Knight at the black King's Knight's fourth Square.

28.

B. The Queen's Bishop's Pawn one Move.

W. The Queen's Rook at her King's Knight's third Square.

29.

B. The Knight at his Queen's Bishop's fourth Square.

W. The Knight at the black King's third Square.

30.

B. The Knight takes the Knight.

W. The Pawn retakes the Knight.

31.

B. The Rook at its King's Bishop's third Square.

W. The King's Rook at its Queen's Square.

32.

B. The Rook takes the Pawn.

(*p*) Having the Advantage of a Rook against a Bishop at the End of a Party, it is your Advantage to change Queens: and the more so, because his Queen being at present troublesome to you in the Post where he just play'd it, you force him to change, which he cannot avoid, if he will save his being Check-mate.

W.

W. The King's Rook at the black Queen's second Square, and must win the Game, as is easily perceived *(q)*.

FIRST BACK-GAME,

Of the Third Party,

Beginning at the third Move.

3.

Black. THE Queen's Pawn two Steps.
White. The King's Bishop's Pawn two Steps.

4.

B. The Queen's Pawn takes the Pawn *(a)*.
W. The King's Bishop's Pawn retakes the Pawn.

5.

B. The King's Knight at the white King's Knight's fourth Square.
W. The Queen's Pawn one Step.

6.

B. The King's Bishop's Pawn two Steps.
W. The King's Bishop at his Queen's Bishop's fourth Square.

(q) Any thing he could have play'd could not hinder you from doubling your Rooks, unless he had sacrificed his Bishop, or let you make a Queen with your Pawn; therefore loses the Game every way.

(a) If he had taken your King's Bishop's Pawn instead of this, you must have push'd your King's Pawn upon his Knight, and afterwards retake his Pawn with your Queen's Bishop.

7.

B. The Queen's Biſhop's Pawn two Steps.
W. The Queen's Biſhop's Pawn one Step.

8.

B. The Queen's Knight at his Biſhop's 3d Square.
W. The King's Knight at his King's 2d Square.

9.

B. The King's Rook's Pawn two Steps *(b)*.
W. The King's Rook's Pawn one Move.

10.

B. The King's Knight at his Rook's third Square.
W. The King caſtles.

11.

B. The Queen's Knight at his Rook's fourth Square.
W. The Biſhop gives check.

12.

B. The Biſhop covers the Check.
W. The Biſhop takes the black Biſhop.

13.

B. The Queen takes the Biſhop.
W. The Queen's Pawn one Move.

14.

B. The Queen's Biſhop's Pawn one Move *(c)*.
W. The Queen's Knight's Pawn two Moves.

(b) He puſhes this Pawn two Steps to avoid having a double Pawn upon his King's Rook's Line, which by puſhing your King's Rook's Pawn upon his Knight, he could not poſſibly avoid; and your taking it afterwards with your Queen's Biſhop, would have given him a very bad Game.

(c) He playeth this Pawn to cut the Communication of your Pawns; but you avoid it by puſhing immediately your Queen's Knight's Pawn upon his Knight, which having no Retreat, obliges your Adverſary to take the Pawn by the way. This rejoins your Pawns again, and makes them invincible.

15.

B. The Queen's Biſhop's Pawn takes it paſſing by.
W. The Rook's Pawn retakes the Pawn.

16.

B. The Queen's Knight's Pawn one Move.
W. The Queen's Biſhop at his King's third Square.

17.

B. The Biſhop at his King's Second Square.
W. The King's Knight at his King's Biſhop's fourth Square *(d)*.

18.

B. The King's Knight at his own Square.
W. The King's Knight at the black King's Knight's third Square.

19.

B. The King's Rook at its ſecond Square.
W. The King's Pawn one Move.

20.

B. The Queen at her Knight's ſecond Square.
W. The Queen's Pawn one Move.

21.

B. The King's Biſhop at his third Square.
W. The King's Rook takes the Pawn.

22.

B. The King caſtles.
W. The King's Rook takes the black Queen's Knight.

23.

B. The Pawn takes the Rook.

(d) This Knight ſeems to be of very little conſequence; nevertheleſs 'tis he that gives the mortal Blow to his Party, becauſe this very Knight holds at preſent all your Adverſary's Pieces in ſome meaſure quite lock'd up, till you have time to prepare the Check-mate.

W. The Queen's Rook takes the Pawn.

24.

B. The Queen's Rook's Pawn one Move.
W. The Rook gives check.

25.

B. The King retires.
W. The Rook at the black Queen's Biſhop's ſecond Square.

26.

B. The Queen at her Knight's fourth Square.
W. The Queen's Knight at his Rook's 3d Square.

27.

B. The Queen at her King's Biſhop's fourth Square.
W. The Queen's Knight at her Biſhop's fourth Square.

28.

B. The Queen takes the Knight, knowing not to do better.
W. The Biſhop gives check.

29.

B. The King retires where he can.
W. The Knight gives check-mate.

SECOND BACK-GAME.

Beginning from the fifth Move.

5.

Black. THE King castles.
White. The King's Bishop's Pawn one Move.

6.

B. The Queen's Pawn one Move.
W. The Queen at her King's Bishop's 3d Square.

7.

B. The Queen's Pawn takes the Pawn.
W. The Queen's Pawn retakes the Pawn.

8.

B. The Queen's Rook's Pawn two Moves.
W. The King's Knight's Pawn two Moves.

9.

B. The Queen at her third Square.
W. The King's Knight's Pawn one Move.

10.

B. The King's Knight at his King's Square.
W. The King's Bishop at his Queen's Bishop's fourth Square.

11.

B. The Queen's Bishop's Pawn one Move.
W. The Queen at the black King's Rook's fourth Square.

12.

B. The Queen's Knight's Pawn two Steps.
W. The King's Knight's Pawn one Move.

13.

B. The King's Rook's Pawn one Move.
W. The Bishop takes the King's Bishop's Pawn, and gives check.

14.

B. The King at his Rook's Square.
W. The Queen's Bishop takes the black King's Rook's Pawn.

15.

B. The King's Knight at his Bishop's third Square.
W. The Queen being at her King's Rook's fifth Square, wins the Game on removing the Bishop.

THIRD BACK-GAME.

Beginning from the tenth Move.

10.

Black. THE King castles on his Queen's Side.
White. The King castles on his own Side.

11.

B. The King's Rook's Pawn one Move.
W. The Queen's Knight at his Queen's second Square.

12.

B. The King's Knight's Pawn two Steps.
W. The Queen's Bishop at his King's 3d Square.

13.

B. The Queen's Rook at its King's Knight's Square.
W. The Queen's Knight's Pawn two Steps.

14.

B. The King's Rook's Pawn one Move.
W. The Queen's Rook's Pawn two Moves *(a)*.

15.

B. The Biſhop takes the Knight.
W. The Queen takes the Biſhop.

16.

B. The King's Knight's Pawn one Move.
W. The Queen at her King's ſecond Square.

17.

B. The Queen's Biſhop's Pawn one Step.
W. The Queen's Rook's Pawn one Step.

18.

B. The Biſhop at his Queen's Biſhop's ſecond Square.
W. The Queen's Biſhop's Pawn one Move.

19.

B. The King's Rook's Pawn one Move.
W. The King's Rook at its Queen's Knight's Square.

20.

B. The King's Rook at its fourth Square.
W. The Queen's Biſhop's Pawn one Move.

(a) When the King finds himſelf behind two or three Pawns, and that your Adverſary falls upon them in order to break them or make an Irruption upon your King, you muſt take care to puſh none of thoſe Pawns till you are forced to do it. As for example: it would have been very ill play'd to have puſhed your King's Rook's Pawn upon his Biſhop, becauſe he would then have got the Attack upon you by taking your Knight with his Biſhop, and would have got an Opening upon your King by puſhing his King's Knight's Pawn. This would have loſt you the Game.

21.

B. The Queen's Pawn one Move.
W. The King's Pawn one Move.

22.

B. The King's Knight at his King's Square.
W. The Queen's Knight's Pawn one Move.

23.

B. The Pawn takes the Pawn.
W. The King's Rook retakes the Pawn.

24.

B. The Queen's Rook's Pawn one Move.
W. The King's Rook at its Queen's Knight's fourth Square.

25.

B. The King's Biſhop's Pawn one Move.
W. The King's Biſhop takes the Queen's Rook's Pawn.

26.

B. The Pawn takes the Biſhop.
W. The Queen takes the Pawn, and gives check.

27.

B. The King retires.
W. The Queen gives check.

28.

B. The Knight covers the Check.
W. The Queen's Rook's Pawn one Move.

29.

B. The King at his Queen's ſecond Square.
W. The Queen takes the Queen's Pawn, and gives check.

30.

B. The King retires.
W. The Queen's Rook's Pawn one Move, and by different very viſible ways wins the Game, without going farther.

FOURTH PARTY,

WITH

TWO BACK-GAMES.

One beginning from the fifth, and the other from the sixth Move.

1.

Black. THE King's Pawn two Steps.
White. The same.

2.

B. The Queen's Bishop's Pawn one Step *(a)*.
W. The Queen's Pawn two Steps.

3.

B. The Pawn takes the Pawn.
W. The Queen retakes the Pawn.

(a) Playing this Pawn the second Move (unless one is sure of playing with a bungling Gamester) is demonstratively ill played, because the Move is certainly lost by the Adversary's pushing the Queen's Pawn two Steps; consequently the Attack goeth on the other side, and very probably the Game; for, when once the Move is lost, it is very difficult to [illegible]n it with good Players. 'Tis true, if you were to neglect pushing your Queen's Pawn, (as I said before) he should lock up all your Game with his Pawns.

4.

B. The Queen's Pawn one Move *(b)*.
W. The King's Bishop's Pawn two Steps.

5.

B. The King's Bishop's Pawn two Steps *(c)*.
W. The King's Pawn one Move *(d)*.

6.

B. The Queen's Pawn one Move *(e)*.
W. The Queen at her King's Bishop's 2d Square.

(b) If instead of playing this Pawn, he had played his King's Knight at his King's second Square, you must have in this case pushed your King's Pawn forwards, and sustained it afterwards with your King's Bishop's Pawn.

(c) If he had played his Queen's Bishop at his King's third Square instead of playing this Pawn, you must then have played your King's Bishop at his Queen's third Square, and the Situation of the Game would have been in this case exactly as it is at the sixth Move of the second Party, *(vide* p. 15.) But if he had attacked your Queen with his Queen's Bishop's Pawn, he would have lost the Game, because the Pawn that formed the Van-guard on his Queen's Side is left behind, *(Vide* Refl. *(l)* the eighteenth Move of the third Party). A Back-game will better clear this Situation, and the Progress of it.

(d) It must be a general Rule to avoid changing your King's Pawn for your Adversary's King's Bishop's Pawn, except you are forced to it, as it may sometimes happen by Accidents one meets with in the Defence, but rarely in the Attack. You are to observe likewise the same Rule with regard to your Queen's Pawn against his Queen's Bishop's Pawn, because (as I have already mentioned) the King and Queen's Pawns are better than any other two Pawns. They occupying the Centre, hinder best your Adversary's Pieces from hurting you.

(e) If instead of pushing this Pawn, he had taken your King's Pawn, you must in that case have taken his Queen, and afterwards his Pawn; thus hindering him from castling, you preserve the Attack upon him, and by consequence the Advantage. But, had he played his Queen at her Bishop's second Square, it would have produced a different Game the Progress of which will be shewn by the second Back-game from the sixth Move.

7.

B. The Queen's Biſhop at his King's 3d Square.
W. The King's Knight at his Biſhop's third Square.

8.

B. The Queen's Knight at his Queen's 2d Square.
W. The King's Knight at his Queen's 4th Square.

9.

B. The King's Biſhop at his Queen's Biſhop's fourth Square.
W. The Queen's Biſhop's Pawn one Move.

10.

B. The Queen at her Knight's third Square.
W. The Queen's Biſhop at his King's third Square.

11.

B. The King's Biſhop takes the Knight.
W. The Pawn retakes the Biſhop *(f)*.

12.

B. The King's Knight at his King's 2d Square.
W. The King's Biſhop at his Queen's 3d Square.

13.

B. The King caſtles with his Rook.
W. The King's Rook's Pawn one Move.

14.

B. The Queen at her Biſhop's 2d Square *(g)*.
W. The King's Knight's Pawn two Steps.

(f) When two Bodies of Pawns find themſelves ſeparated from the Centre, you muſt always ſtrive to ſtrengthen and increaſe the ſtrongeſt Side; but if you have two Pawns in the Centre, your Aim muſt be, to unite as many to it as poſſible; having already obſerved that the Centre-Pawns are by much the beſt and the ſtrongeſt. This Advice ſerves for a general Rule.

(g) His Queen being now of no uſe in that place, he removes her to make room for his Pawns, with a deſign to puſh them upon you.

15.

B. The King's Knight's Pawn one Step.
W. The ſame *(h)*.

16.

B. The Queen's Knight's Pawn one Step.
W. The Queen's Knight at his Biſhop's third Square.

17.

B. The Queen's Biſhop's Pawn one Move.
W. The King caſtles on his Queen's Side *(i)*.

18.

B. The Pawn takes the Pawn.
W. The Biſhop retakes the Pawn.

19.

B. The Queen's Knight at his Queen's Biſhop's fourth Square.
W. The King's Rook's Pawn one Move *(k)*.

20.

B. The Knight takes the King's Biſhop.
W. The Rook takes the Knight.

(h) The puſhing of this Pawn obſtructs his Game the more: your King's Rook's Pawn who is to follow it will be always in a Condition to make an Opening upon his King as ſoon as your Pieces are all ready to form your Attack; 'tis what he can no longer avoid.

(i) You caſtle with your Queen's Rook, to have a more free Attack on your right Wing; but if inſtead of caſtling you had taken the Pawn offer'd to you, you would have play'd very ill, becauſe his Queen's Pawn would have united that of his Queen's Biſhop's in a front-line, and would have proved very incommodious to all your Pieces; beſides, it is rarely good to take Pawns when offered, becauſe they are ſeldom offered without a View of ſome conſiderable Advantage.

(k) Had you taken his Knight with your Queen's Biſhop, you had fallen into that very Error which you ſtrove to avoid by not taking the Pawn offer'd to you before.

21.

B. The Queen's Biſhop at his King's Biſhop's ſecond Square *(l)*.

W. The King's Rook's Pawn one Move.

22.

B. The Queen's Knight's Pawn one Move *(m)*.

W. The Queen's Rook at its King's Rook's third Square.

23.

B. The Queen's Knight's Pawn one Move.

W. The King's Pawn one Move.

24.

B. The Biſhop at his King's Square *(n)*.

W. The King's Rook's Pawn takes the Pawn.

25.

B. The Biſhop retakes the Pawn.

W. The Rook takes the black King's Rook's Pawn.

26.

B. The Biſhop takes the Rook.

W. The King's Rook takes the Biſhop.

27.

B. The King takes the Rook.

W. The Queen gives check at her King's Rook's fourth Square.

28.

B. The King at his Knight's place, having no other.

W. The Queen gives Check-mate *(o)*.

(l) He playeth this Biſhop, to replace his King's Knight's Pawn in caſe it be taken.

(m) He playeth this Pawn to attack the Knight that covers your King, knowing not to do better, for, had he taken your Pawn, he would have loſt the Game equally.

(n) If he takes the Pawn in lieu of retiring his Biſhop, he loſes the Game alſo.

(o) You are to obſerve, that if you can ſucceed to make an Opening upon your Adverſary's King with two or three Pawns, the Game is abſolutely won.

FIRST

FIRST BACK-GAME,

Of the Fourth Party,

Beginning from the fifth Move.

5.

Black. THE Queen's Biſhop's Pawn one Move.

White. The King's Biſhop gives check.

6.

B. The Biſhop covers the Check.

W. The Biſhop takes the Biſhop.

7.

B. The Queen takes the Biſhop.

W. The Queen at her third Square.

8.

B. The Queen's Knight at his Biſhop's third Square.

W. The Queen's Biſhop's Pawn two Steps.

9.

B. The Queen's Knight at the white Queen's Knight's fourth Square.

W. The Queen at her King's ſecond Square.

10.

B. The King's Biſhop at his King's 2d Square.

W. The Queen's Knight at his Biſhop's third Square.

11.

B. The King's Biſhop at his third Square.
W. The Queen's Knight at the black Queen's fourth Square.

12.

B. The Queen's Knight takes the Knight *(a)*.
W. The King's Pawn retakes the Knight *(b)*.

13.

B. The Knight at his King's ſecond Square.
W. The King's Knight at his Biſhop's 3d Square.

14.

B. The King caſtles with his own Rook.
W. The Queen at her third Square.

15.

B. The King's Rook at its King's Square.
W. The King at his Biſhop's ſecond Square *(c)*.

16.

B. The Knight at his King's Biſhop's fourth Square.
W. The King's Rook's Pawn two Steps.

17.

B. The Knight at the white Queen's 4th Square.

(a) By this Change he avoids his Queen's Pawn being attack'd by your Rooks; nevertheleſs, your King's Pawn will win the Game in ſpite of all he can do.

(b) Had you taken with your Queen's Biſhop's Pawn inſtead of your King's Pawn, he would have had it in his power to ſeparate your Pawns by puſhing his King's Biſhop's Pawn upon your King's Pawn.

(c) 'Tis often better to play the King than to caſtle; it enables you beſt to attack with your Pawns on that Side. You are to obſerve in this preſent Caſe, that if you had caſtled on your Queen's Side, your Adverſary's Biſhop would have been very incommodious to you, having his line quite open. Take notice when you play your King, to put him always upon a Line where your Adverſary has a Pawn upon it, becauſe you are better covered from the Rooks Ambuſhes.

W. The

W. The Queen's Bifhop at his King's 3d Square.

18.

B. The Knight takes the Knight.
W. The King retakes the Knight.

19.

B. The Bifhop takes the Queen's Knight's Pawn.
W. The Queen's Rook attacks the Bifhop.

20.

B. The Bifhop retires at his third Square.
W. The King's Knight's Pawn two Steps.

21.

B. The King's Knight's Pawn one Step.
W. The fame

22.

B. The Bifhop at his King's Knight's fecond Square.
W. The King's Rook's Pawn one Move.

23.

B. The King's Rook at its King's fecond Square.
W. The King's Rook at its fourth Square.

24.

B. The Queen's Rook at its King's Square.
W. The Bifhop at his Queen's fecond Square.

25.

B. The King's Rook at the white King's fourth Square.
W. The Rook's Pawn takes the Pawn.

26.

B. The Rook's Pawn retakes the Pawn.
W. The Queen's Rook at her King's Rook's Square.

27.

B. The Queen's Knight's Pawn two Steps.
W. The Bifhop at his Queen's Bifhop's 3d Square.

28.

B. The Rook gives check.

W. The King at his Biſhop's ſecond Square.

29.

B. The Rook takes the Queen.

W. The Rook gives Check-mate at the black King's Rook's Square.

SECOND BACK-GAME,

Of the Fourth Party,

Beginning at the ſixth Move.

6.

Black. THE Queen at her Biſhop's ſecond Square.

White. The King's Biſhop at his Queen's Biſhop's fourth Square.

7.

B. The Queen's Pawn takes the Pawn.

W. The Pawn retakes the Pawn.

8.

B. The Queen's Biſhop's Pawn one Move.

W. The Queen at the black Queen's 4th Square.

9.

B. The Queen's Knight at his Biſhop's third Square.

W. The King's Knight at his Biſhop's 3d Square.

10.

B. The Queen's Knight at the white Queen's Knight's fourth Square.

W. The Queen at her own Square.

11.

B. The Queen's Rook's Pawn one Move.

W. The Queen's Rook's Pawn two Moves.

12.

B. The King's Knight at his King's 2d Square.

W. The King caſtles.

13.

B. The King's Knight's Pawn one Step.

W. The Queen's Biſhop at the black King's Knight's fourth Square.

14.

B. The King's Biſhop at his Knight's ſecond Square.

W. The Queen's Biſhop at the black King's Biſhop's third Square.

15.

B. The King's Knight at his own Square.

W. The Queen's Biſhop takes the Biſhop.

16.

B. The Queen retakes the Biſhop.

W. The King's Knight at the black King's Knight's fourth Square.

17.

B. The King's Knight at his Rook's 3d Square.

W. The Queen's Knight at his Biſhop's third Square.

18.

B. The Queen's Knight at his Biſhop's third Square.

W. The Queen at the black Queen's 4th Square.

19.

B. The Queen's Knight at his King's 2d Square.
W. The Queen at the black Queen's 3d Square.

20.

B. The Queen's Biſhop at his Queen's 2d Square.
W. The King's Pawn one Move.

21.

B. The Queen's Biſhop at his third Square.
W. The Queen's Rook at its Queen's Square.

22.

B. The King's Knight at the white King's Knight's fourth Square.
W. The Queen gives check at the black Queen's ſecond Square.

23.

B. The Biſhop takes the Queen.
W. The Pawn takes the Biſhop, and gives check.

24.

B. The King at his Queen's Square.
W. The Knight gives Check-mate at the black King's third Square.

Tho' this Back-Game may be played ſeveral different ways, the black will always loſe the Game, if you take care to ſuffer no Obſtruction to your King's Biſhop.

FIRST GAMBIT,

WITH

SIX BACK-GAMES.

1.

White. THE King's Pawn two Moves.
Black. The ſame.

2.

W. The King's Biſhop's Pawn two Steps.
B. The King's Pawn takes it.

3.

W. The King's Knight at his Biſhop's 3d Square.
B. The King's Knight's Pawn two Moves.

4.

W. The King's Biſhop at his Queen's Biſhop's fourth Square *(a)*.

(a) If you had puſhed your King's Rook's Pawn two Steps, before you had played this Biſhop, your Adverſary would have abandon'd the Gambit's Pawn, and by ſo doing, would have gained the Attack upon you with a better Situation of Game. This will be demonſtrated by my firſt Back-game, beginning at the fourth Move.

B. The

B. The King's Bishop at his Knight's second Square *(b)*.

5.

W. The King's Rook's Pawn two Steps *(c)*.
B. The King's Rook's Pawn one Step *(d)*.

6.

W. The Queen's Pawn two Steps.
B. The Queen's Pawn one Step *(e)*.

7.

W. The Queen's Bishop's Pawn one Step.
B. The same *(f)*.

8.

W. The Queen at her Knight's third Square.
B. The Queen at her King's second Square.

9.

W. The King castles.

(b) If instead of playing this Bishop he had pushed his King's Knight's Pawn upon yours; a second Back-game will shew you how to have continued your Attack in such a Case.

(c) You play this Pawn at present, in order to make him advance his King's Rook's Pawn, by which Move his King's Knight becomes a prisoner.

(d) If he had pushed his King's Knight's Pawn upon your Knight, instead of moving this Pawn, it would have produced a different Game, which will be shewn by a third Back-game on this Gambit.

(e) If instead of playing this Pawn he had played his Queen's Bishop's Pawn, you must in this Case have pushed your King's Pawn, in order to take his Queen's Pawn by the way, in case he had pushed it two Steps upon your King's Bishop. This must be the Subject of a fourth Back-game. —*N. B.* You are to observe, that in the Attack of Gambits in general, the King's Bishop is the best Piece, and the King's Pawn the best Pawn.

(f) If instead of moving this Pawn he had played his Queen's Bishop, either at his King's third Square, or at your King's Knight's fourth Square, he had lost the Game in a few Moves. This will be shewn by Back-games, in which I will make his Knight play both ways.

 B. The

B. The Queen's Knight's Pawn two Steps *(g)*.

10.

W. The King's Bishop at his Queen's 3d Square.
B. The Queen's Rook's Pawn one Step.

11.

W. The Queen's Rook's Pawn two Steps.
B. The Queen's Bishop at his Queen's Knight's second Square.

12.

W. The Queen's Knight at his Rook's third Square.
B. The Queen's Knight at his Queen's second Square.

13.

W. The Queen's Bishop at his Queen's second Square.
B. The Queen at her King's Bishop's 3d Square.

14.

W. The Queen's Rook's Pawn takes the Pawn.
B. The Queen's Rook's Pawn retakes it.

15.

W. The Queen's Knight takes the Pawn.
B. The Pawn retakes the Knight.

16.

W. The Queen takes the Pawn.
B. The Rook at its Knight's Square.

17.

W. The King's Rook's Pawn takes the Pawn.
B. The Pawn retakes.

(g) If he had not pushed this Pawn upon your Bishop, I will shew by a sixth and last Back-game that you would have won the Game easily. But now, he breaking your Attack on the King's Side by this Move, you must remove it to the Queen's Side as follows, and you will infallibly win the Game likewise.

18. *W*.

18.

W. The Queen takes the King's Knight's Pawn.
B. The Queen takes the Queen.

19.

W. The Knight retakes the Queen.
B. The King's Knight at his Rook's 3d Square.

20.

W. The Queen's Biſhop takes the Pawn.
B. The King's Biſhop at his Square.

21.

W. The Queen's Knight's Pawn two Moves; and it is plain enough muſt win the Game, not only by the Strength of the Pawns, but by the extreme bad Situation of the Black, having not one good or ſaving Move.

FIRST BACK-GAME,

Of the Firſt Gambit.

Beginning at the fourth Move.

4.

White. THE King's Rook's Pawn two Steps.
Black. The King's Knight's Pawn one Step.

5.

W. The King's Knight at the black King's fourth Square.

B. The King's Rook's Pawn two Moves.

6.

W. The King's Biſhop at his Queen's Biſhop's fourth Square.

B. The King's Rook at its ſecond Square.

7.

W. The Queen's Pawn two Moves.

B. The Queen's Pawn one Move.

8.

W. The King's Knight at his Queen's third Square.

B. The Queen at her King's ſecond Square.

9.

W. The Queen's Knight at his Biſhop's third Square:

B. The King's Knight at his Biſhop's third Square.

10.

W. The Queen at her King's ſecond Square.

B. The King's Pawn one Step, attacking the white Queen.

11.

W. The King's Knight's Pawn takes the Pawn.

B. The King's Knight's Pawn retakes the Pawn.

12.

W. The Queen takes the Pawn.

B. The Queen's Biſhop at the white King's Knight's fourth Square.

13.

W. The Queen at her King's third Square.

B. The King's Biſhop at his Rook's third Square.

14.

W. The King's Knight at his King's Biſhop's fourth Square.

B. The Queen's Biſhop's Pawn one Move.

15.

W. The Queen's Biſhop at his Queen's ſecond Square *(a)*.

B. The King's Biſhop takes the Knight.

16.

W. The Queen takes the Biſhop.

B. The Queen's Pawn one Move.

17.

W. The King's Biſhop at his Queen's third Square.

B. The King's Knight takes the King's Pawn.

18.

W. The Biſhop, or the Knight takes the Knight.

B. The King's Biſhop's Pawn two Steps *(b)*.

(a) If you had puſhed your King's Pawn inſtead of playing this Biſhop, the Pawn would have been loſt the ſame, by his attacking of it with his Queen's Knight.

(b) The ſame Pawn takes afterwards his Knight, and muſt infallibly win the Game. Thoſe who have made a little Advantage by the Leſſons given in the firſt four Parties, have no occaſion for any Inſtruction to finiſh this, and to win it. This laſt Pawn, now become Royal, ſuſtained as it is, and at the Head of his Camarades, is worth one of the beſt Pieces. So it is needleſs to go further with this firſt Back-game.

SECOND BACK-GAME,

From the fourth Move.

4.

White. THE King's Biſhop at his Queen's Biſhop's fourth Square.

Black. The King's Knight's Pawn one Move.

5.

W. The King's Knight at the black King's fourth Square.

B. The Queen gives Check.

6.

W. The King at his Biſhop's Square.

B. The King's Knight at his Rook's 3d Square.

7.

W. The Queen's Pawn two Steps.

B. The Queen's Pawn one Step.

8.

W. The King's Knight at his Queen's third Square.

B. The King's Pawn one Move.

9.

W. The King's Knight's Pawn one Step.

B. The Queen gives check.

10.

W. The King at his Biſhop's ſecond Square.

B. The Queen gives check.

11.

W. The King at his third Square.

B. The King's Knight at his Place *(a)*.

12.

W. The King's Knight at his King's Biſhop's fourth Square.

B. The King's Biſhop at his Rook's 3d Square.

13.

W. The King's Biſhop at his Home attacking the black Queen.

B. The Queen takes the Rook, not knowing to do better.

(a) He playeth this Knight to make room for his King's Biſhop, in order to attack your King with it, being his beſt Move in the preſent Situation.

14. *W*.

14.

W. The King's Bishop gives check, and takes the Queen afterwards *(b)*.

(b) I have no need to go further in this Game, since it is evident that the White must win.

THIRD BACK-GAME,

Beginning from the fifth Move.

5.

White. THE King's Rook's Pawn two Steps.
Black. The King's Knight's Pawn one Step.

6.

W. The King's Knight at the black King's Knight's fourth Square.
B. The King's Knight at his Rook's third Square.

7.

W. The Queen's Pawn two Steps.
B. The King's Bishop's Pawn one Step.

8.

W. The Queen's Bishop takes the Pawn.
B. The Queen's Pawn one Move.

9.

W. The Queen's Bishop's Pawn one Move.
B. The Pawn takes the Knight *(a)*.

(a) If he had taken your Knight before he had made [illegible] for his Queen, by pushing her Pawn, you must have then taken his with your Bishop.

10.

W. The Pawn takes the Pawn.
B. The King's Knight at home.

11.

W. The Queen at her Knight's third Square.
B. The Queen at her King's ſecond Square.

12.

W. The Queen's Knight at his Queen's ſecond Square.
B. The Queen at her King's Biſhop's Square.

13.

W. The King caſtles with his Rook.
B. Loſes the Game *(b)*.

(b) If he playeth his Queen to avoid the diſcovering your Rook upon her, he loſes his Knight, beſides a bad Game: and if he playeth his Knight he loſes his Queen. It is viſible he loſes the Game every Way.

FOURTH BACK-GAME,

Of the Firſt Gambit,

Beginning at the ſixth Move.

6.

White. THE Queen's Pawn two Moves.
Black. The Queen's Biſhop's Pawn one Move *(a)*.

7.

W. The King's Pawn one Move.

(a) He playeth this Pawn with a Deſign to attack afterwards your King's Biſhop with his Queen's Pawn, which you do prevent by puſhing your King's Pawn.

B. The

B. The Queen's Knight's Pawn two Steps.

8.

W. The Biſhop at his Queen's Knight's 3d Square.
B. The Queen's Rook's Pawn two Steps.

9.

W. The Queen's Rook's Pawn two Steps.
B. The Queen's Knight's Pawn one Step.

10.

W. The Queen's Knight at his Queen's ſecond Square (*b*).
B. The Queen's Biſhop at his Rook's 3d Square.

11.

W. The Queen's Knight at his King's 4th Square.
B. The Queen at her Knight's third Square, or any where elſe, loſes the Game.

12.

W. The Knight gives check at the black Queen's third Square.

(*b*) This Knight, which appeared inſignificant in his Situation, is now the very Piece that will win the Game, without Poſſibility to the Adverſary of hindering it: Therefore one ought to take care to diſpoſe the Pawns in ſuch a manner as to hinder the Knight's entering into one's Game.

FIFTH BACK-GAME,

From the ſeventh Move.

7.

White. THE Queen's Biſhop's Pawn one Move.
Black. The Queen's Biſhop at the white King's Knight's fourth Square.

8. *W*.

8.

W. The Queen at her Knight's third Square.
B. The Queen's Biſhop at his King's Rook's fourth Square *(a)*.

9.

W. The King's Rook's Pawn takes the Pawn.
B. The Rook's Pawn retakes the Pawn.

10.

W. The King's Rook takes the Biſhop.
B. The Rook takes the Rook.

11.

W. The King's Biſhop takes the Pawn, and giving check to the King and Rook, wins a Piece, and by conſequence the Game.

(a) If he had ſuſtained his King's Biſhop's Pawn with his Queen, you had then taken his Queen's Knight's Pawn, and afterwards his Rook.

The SIXTH and LAST BACK GAME,

Of the Firſt Gambit.

From the ninth Move.

9.

White. THE King caſtles.
Black. The Queen's Knight at his Queen's ſecond Square.

10.

W. The King's Rook's Pawn takes the Pawn.

B. The

B. [illegible] Pawn [illegible]takes it.

11.

W. The King's Knight takes the Pawn.
B. The Queen takes the Knight.

12.

W. The King's Biſhop takes the Pawn, and gives check.
B. The King at his Biſhop's Square.

13.

W. The Queen's Biſhop takes the Pawn.
B. The Queen at the white King's Rook's fourth Square.

14.

W. The Queen's Biſhop takes the Pawn, and gives check.
B. The King's Knight covers the Check.

15.

W. The King's Biſhop at the black King's Knight's third Square, and gives check by Diſcovery.
B. Any thing, loſing the Game.

SECOND GAMBIT,

WITH

FOUR BACK-GAMES,

Two from the fourth, one from the ninth, and one from the eleventh Move.

1.

White. THE King's Pawn two Steps.
Black. The ſame.

2.

W. The King's Biſhop's Pawn two Steps.
B. The Pawn takes the Pawn.

3.

W. The King's Biſhop at his Queen's Biſhop's fourth Square.
B. The Queen gives check.

4.

W. The King at his Biſhop's Square.
B. The King's Knight's Pawn two Steps *(a)*.

(a) The Black having, beſides this, two other different ways of playing, I ſhall therefore make two Back-games upon this fourth Move. The firſt will be upon his playing his King's Biſhop at his Queen's Biſhop's fourth Square; and the other, on his puſhing his Queen's Pawn one Move.

5.

W. The King's Knight at his Biſhop's third Square.

B. The Queen at her King's Rook's fourth Square *(b).*

6.

W. The Queen's Pawn two Steps.

B. The Queen's Pawn one Step.

7.

W. The Queen's Biſhop's Pawn one Step *(c).*

B. The Queen's Biſhop at the white King's Knight's fourth Square.

8.

W. The King at his Biſhop's ſecond Square.

B. The King's Knight at his King's Biſhop's third Square *(d).*

9.

W. The Queen at her King's ſecond Square.

(b) He may play his Queen in three different Places, but all very bad, except this: Becauſe, if he retires her at the Rook's third Square, you are only to attack his King's Biſhop's Pawn with your Knight, by playing it at your Adverſary's King's fourth Square, and you will gain a Rook by it: But if he playeth his Queen at your King's Knight's fourth Square, you are to give him check, by taking his King's Biſhop's Pawn with your Biſhop; and in caſe he takes your Biſhop, you'll check his King and Queen with your Knight, and conſequently win the Game.

(c) It is of conſequence in the Gambits to play this Pawn in order to make room for your Queen, which will greatly perplex his Game, by putting her at her Knight's third Square, particularly if he ſhould happen to come out with his Queen's Biſhop without attacking one of your Pieces. *Vide* the fifth and ſixth Back-games of the firſt Gambit.

(d) If he had taken your King's Knight, inſtead of playing this, the Party would have altered. A third Back-game will ſhew the Difference, and how to proceed.

B. The Queen's Knight at his Queen's [illegible] Square.

10.

W. The King's Rook's Pawn two Steps.
B. The Biſhop takes the Knight.

11.

W. The Queen takes the Biſhop.
B. The Queen takes the Queen *(e)*.

12.

W. The King takes the Queen *(f)*.
B. The King's Knight's Pawn gives check.

13.

B. The King takes the black King's Pawn.
W. The King's Biſhop gives check at the Rook's third Square.

14.

W. The King at the black King's Biſhop's fourth Square.
B. The King's Biſhop takes the white Queen's Biſhop.

15.

W. The Rook takes the black Biſhop.
B. The King's Rook's Pawn two Moves.

(e) If he had check'd your King with his Knight, inſtead of taking your Queen, he muſt have loſt the Game, which will be ſhewn by a fourth Back-game.

(f) I have given it as a general Rule, to unite your King's and King's Biſhop's Pawn together: but as there is no Rule without ſome Exception, you will find one here, grounded upon two good Reaſons. The firſt, if you retake with your King, you gain a Pawn ſure, your Adverſary being no more able to hinder it. And ſecondly, You are to remember, that the King has but little to fear when Queens are out of the way. Therefore you muſt get your King into Action, in order that he may be as uſeful to you as any of your beſt Pieces. This will be ſeen by the Sequel of this Party.

16. *W*.

16.

W. The Knight at his Queen's ſecond Square.
B. The King at his ſecond Square.

17.

W. The King's Rook at its King's Biſhop's Square.
B. The Queen's Biſhop's Pawn one Move.

18.

W. The Queen's Rook at its King's Square.
B. The Queen's Knight's Pawn two Steps.

19.

W. The Biſhop at his Queen's Knight's third Square.
B. The Queen's Rook's Pawn two Steps.

20.

W. The King's Pawn one Step.
B. The Pawn takes the Pawn.

21.

W. The Queen's Pawn retakes the Pawn.
B. The King's Knight at his Queen's fourth Square.

22.

W. The Knight at his King's fourth Square *(g)*.
B. The Queen's Knight at his third Square.

23.

W. The Knight at the black King's Biſhop's third Square.
B. The Queen's Rook at its Queen's Square *(h)*.

(g) If you had taken his Knight with your Biſhop, it would have been ill played, becauſe he would have retaken it with his Pawn, and this Pawn would have ſtopped the Progreſs of your Knight. It was therefore neceſſary to advance your Knight firſt, in order to have no uſeleſs Pieces in your Game.

(h) If he had taken your Knight, you muſt have retaken it with your Pawn, and afterwards played your Queen's Rook at your King's ſecond Square, and attack'd his King's Biſhop's Pawn.

24.

W. The King's Pawn one Move.

B. The Queen's Rook at its Queen's third Square *(i)*.

25.

W. The Pawn takes the Pawn, and gives check with the Rook.

B. The King takes the Pawn.

26.

W. The King at the black King's Knight's fourth Square.

B. The King at his Knight's second Square, to avoid a Check by Discovery.

27.

W. The Knight takes the King's Rook's Pawn, and gives check.

B. The King at his Rook's second Square.

28.

W. The King's Rook gives check.

B. The King at its Knight's Square.

29.

W. The King's Rook at the black Queen's Knight's second Square.

B. The Queen's Rook at its Queen's Square *(k)*.

30.

W. The Rook takes the black Queen's Knight, and wins the Game in course.

(i) If he had taken your Pawn instead of playing his Rook, he had lost the Game in a few Moves, for having lost his Queen's Bishop's Pawn.

(k) If he playeth his King instead of his Rook, you give check at his Queen's Knight's Square, and take the King's Rook; which is enough to win the Party. You are to observe here, that the Gain of your Party consists in having had your King fit for Action, and to serve you all the latter Part of the Game better than any other Piece upon the Board.

FIRST

FIRST BACK-GAME,

Beginning at the fourth Move.

4.

White. THE King at his Biſhop's Square.
Black. The King's Biſhop at his Queen's Biſhop's fourth Square.

5.

W. The Queen's Pawn two Steps.
B. The King's Biſhop's at his Queen's Knight's third Square.

6.

W. The King's Knight at his Biſhop's third Square.
B. The Queen at the white King's Knight's fourth Square.

7.

W. The King's Biſhop takes the black King's Biſhop's Pawn, and gives check.
B. The King at his Biſhop's Square. If he retakes, he loſes his Queen.

8.

W. The King's Rook's Pawn one Move.
B. The Queen at the white King's Knight's 3d Square.

9.

W. The Queen's Knight at his Biſhop's third Square.
B. The King takes the Biſhop *(a)*.

(a) If the Black does not take the Biſhop, it will come to the ſame, his Queen having no way left to ſave herſelf.

10.

W. The Queen's Knight at his King's second Square.

B. The Queen at her King's Knight's 3d Square, having no other Place.

11.

W. The King's Knight gives check to King and Queen, and wins the Game in course.

SECOND BACK-GAME,

Beginning likewise at the fourth Move.

4.

White. THE King at his Bishop's Place.
Black. The Queen's Pawn one Move.

5.

W. The King's Knight at his Bishop's third Square.

B. The Queen's Bishop at the white King's Knight's fourth Square.

6.

W. The Queen's Pawn two Steps.

B. The King's Knight's Pawn two Steps.

7.

W. The Queen's Knight at his Bishop's third Square.

B. The Queen at her King's Rook's fourth Square *(a)*.

(a) If he takes your King's Knight, instead of retiring his Queen, you are to retake him with your Queen, and pushing afterwards your King's Knight's Pawn one Step, the Situation of your Game will become very good.

8.

W. The King's Rook's Pawn two Steps.
B. The King's Rook's Pawn one Step *(b)*.

9.

W. The King at his Biſhop's ſecond Square.
B. The Queen's Biſhop takes the white King's Knight *(c)*.

10.

W. The Pawn retakes the Biſhop.
B. The Queen at her King's Knight's third Square.

11.

W. The Rook's Pawn takes the Pawn.
B. The Queen retakes the Pawn.

12.

W. The Knight at his King's ſecond Square.
B. The Queen's Knight at his Queen's ſecond Square.

13.

W. The Knight takes the Pawn.
B. The Queen at her Home.

14.

W. The Queen's Biſhop's Pawn one Step.
B. The Queen's Knight at his third Square.

(b) If he had play'd his King's Biſhop's Pawn inſtead of that of his Rook, you muſt have taken his Knight with your King's Biſhop; and afterwards playing your Queen's Knight at your Adverſary's Queen's fourth Square, you would have had again a very advantageous Situation.

(c) If he had retired his Queen, or play'd any other Piece, you muſt have always taken his King's Knight's Pawn with your Rook's Pawn; being neceſſary to obſerve in the Attack of the Gambits, that if once you are able to break the Adverſary's Pawns on the Side of his King, the Advantage becomes conſiderable for you.

15.

W. The King's Bishop at his Queen's third Square.

B. The Queen at her second Square.

16.

W. The Queen's Bishop at his King's 3d Square.

B. The King castles.

17.

W. The Queen's Rook's Pawn two Steps.

B. The King at his Queen's Knight's Square.

18.

W. The Queen's Rook's Pawn one Move.

B. The Queen's Knight at his Bishop's Square.

19.

W. The Queen's Knight's Pawn two Steps.

B. The Queen's Bishop's Pawn one Move.

20.

W. The Queen's Knight's Pawn one Move.

B. The Pawn takes the Pawn.

21.

W. The Queen's Rook's Pawn one Move, to hinder him from sustaining his Queen's Bishop's Pawn.

B. The Queen's Knight's Pawn one Move.

22.

W. The Queen at her Knight's third Square.

B. The King's Knight at his Bishop's 3d Square.

23.

W. The King's Bishop takes the Pawn.

B. The Queen at her Bishop's second Square.

24.

W. The Queen's Pawn one Step.

B. The King's Bishop at his Knight's second Square.

25.

W. The King's Bishop at the black Queen's Bishop's third Square.

B. The King's Knight at his Queen's second Square.

26.

W. The Knight at his Queen's third Square.

B. The King's Knight at his King's 4th Square.

27.

W. The Knight takes the Knight.

B. The Bishop retakes the Knight.

28.

W. The King's Bishop's Pawn one Move.

B. The Bishop at his King's Knight's second Square.

29.

W. The Queen's Bishop at his Queen's fourth Square.

B. The Bishop takes the Bishop.

30.

W. The Pawn takes the Bishop.

B. The Queen at her King's second Square.

31.

W. The King at his Bishop's third Square.

B. The Queen's Rook at its King's Knight's Square.

32.

W. The Queen's Rook at its Bishop's Square.

B. The Queen's Rook at its King's Knight's third Square.

33.

W. The Bishop at the black Queen's Knight's second Square.

B. The King's Rook at its Knight's Square.

34.

W. The Rook takes the Knight.
B. The Rook takes the Rook.

35.

W. The Biſhop takes the Rook.
B. The King takes the Biſhop.

36.

W. The Rook gives check.
B. The King at his Queen's Knight's Square.

37.

W. The Queen at her Biſhop's fourth Square.
B. The Queen at her ſecond Square.

38.

W. The King's Biſhop's Pawn one Step, to hinder the Queen's Check.
B. The Rook at its King's Knight's Square.

39.

W. The Queen at the black Queen's Biſhop's third Square.
B. The Queen takes the Queen *(d)*.

40.

W. The Pawn takes the Queen.
B. The King at his Queen's Biſhop's 2d Square.

41.

W. The Queen's Pawn one Move.
B. The King's Rook's Pawn one Move.

42.

W. The Rook at its King's Rook's Square.
B. The ſame.

43.

W. The Rook at its King's Knight's Square.
B. The Rook at its ſecond Square.

(d) If his Queen retires inſtead of taking yours, you give him Check-mate, or take his Queen by puſhing only your King's Pawn,

44.

W. The Rook at the black King's Knight's Square.
B. The Queen's Knight's Pawn one Move (*e*).

45.

W. The Rook at the black Queen's Rook's Square.
B. The King at his Queen's Knight's third Square.

46.

W. The Rook gives check.
B. The King at his Queen's Bishop's second Square.

47.

W. The Rook gives check.
B. The King at his Queen's Square.

48.

W. The King's Pawn one Move.
B. The Pawn takes the Pawn.

49.

W. The Queen's Pawn one Move.
B. The King at his Queen's Bishop's Square, to avoid the Rook's giving Check-Mate.

50.

W. The Queen's Pawn gives check.
B. The King at his Queen's Square.

51.

W. The Rook gives check, and afterwards the Pawn makes a Queen, and wins the Game.

THIRD

(*e*) If instead of playing this Pawn he had pushed his King's Rook's Pawn in order to make a Queen, you'll see by Calculation that he is one Move short.

It will be observed in this second Back-game, which being very long and very difficult for the White to attain his Aim, that

THIRD BACK-GAME,

Beginning at the eighth Move of the Second Gambit.

8.

White. THE King at his Bishop's second Square.

Black. The King's Knight at his Bishop's third Square.

9.

W. The Queen at her King's second Square.

B. The Bishop takes the Knight.

10

W. The Queen takes the Bishop.

B. The Queen retakes the Queen *(a)*.

11.

W. The Pawn retakes the Queen.

B. The King's Bishop at his Knight's 2d Square.

12.

W. The King's Rook's Pawn two Steps.

B. The King's Rook's Pawn one Step.

that it would have been impossible to succeed without the Help of the King; because if the white King had castled on his Queen's Side, the King being so distant would have proved an Obstacle, instead of a Help. It is to be observed, when the King doth not castle, that his Bishop's second Square is commonly the best Place.

(a) If he had not taken your Queen, you must have pushed immediately your King's Rook's Pawn two Steps to separate his Pawns.

13. *W.*

13.

W. The King's Rook at his Knight's Square.
B. The King's Knight at his Rook's 2d Square.

14.

W. The Queen's Biſhop takes the Gambit's Pawn.
B. The King's Biſhop takes the Queen's Pawn, giving check.

15.

W. The Pawn takes the Biſhop.
B. The King's Knight's Pawn takes the Biſhop.

16.

W. The King's Rook at the black King's Knight's ſecond Square.
B. The Queen's Knight at his Biſhop's third Square.

17.

W. The Queen's Knight at his Biſhop's third Square.
B. The Queen's Knight takes the Pawn.

18.

W. The Biſhop takes the Pawn, and gives check.
B. The King at his Biſhop's Square.

19.

W. The Queen's Rook at its King's Knight's Square.
B. The Queen's Knight at his Biſhop's third Square.

20.

W. The Biſhop at his Queen's Knight's third Square.
B. The Queen's Rook at its Queen's Square *(b)*.

(b) If he had play'd any thing elſe, you muſt have taken his King's Knight with your Rook, and afterwards have given him check with your Queen's Rook to take his Rook.

21. *W.*

21.

W. The King's Rook gives check at the black King's Biſhop's ſecond Square.
B. The King at his Home.

22.

W. The Queen's Rook at the black King's Knight's ſecond Square.
B. The King's Knight at his Biſhop's Square.

23.

W. The Knight at the black Queen's fourth Square, and muſt very viſibly win the Party.

FOURTH BACK-GAME,

Beginning at the eleventh Move.

11.

White. THE Queen takes the Biſhop.
Black. The King's Knight gives check at the white King's Knight's fourth Square.

12.

W. The King at his Knight's Square.
B. The King's Knight's Pawn takes the Pawn *(a)*.

13.

W. The Queen's Biſhop takes the Pawn.
B. The King's Knight at his Biſhop's 3d Square.

(a) If inſtead of taking the Pawn he had play'd any thing elſe, you muſt have taken his King's Knight's Pawn with your Rook's Pawn.

14. *W.*

14.

W. The Knight at his Queen's Rook's 3d Square.

B. The Queen takes the Queen.

15.

W. The Pawn takes the Queen.

B. The King's Knight at his Rook's fourth Square.

16.

W. The King's Rook takes the Pawn.

B. The King's Knight takes the Biſhop.

17.

W. The Rook takes the Knight.

B. The King's Biſhop's Pawn one Move.

18.

W. The King at his Biſhop's second Square.

B. The King caſtles.

19.

W. The Biſhop at the black King's third Square.

B. The Biſhop at his King's ſecond Square.

20.

W. The Queen's Rook at its King's Rook's Square.

B. The King at his Queen's Knight's Square.

21.

W. The Biſhop takes the Knight.

B. The Rook takes the Biſhop.

22.

W. The Queen's Rook at the black King's Rook's third Square.

B. The Queen's Knight's Pawn one Move.

23.

W. The King's Rook at the black King's Biſhop's fourth Square.

B. The Biſhop at his Queen's Square.

24.

W. The King's Rook at the black King's Rook's fourth Square.

B. The King at his Queen's Knight's ſecond Square.

25.

W. The King's Biſhop's Pawn one Move.

B. The Queen's Biſhop's Pawn one Move.

26.

W. The King's Biſhop's Pawn one Move *(b)*.

(b) In this preſent Situation your Adverſary being unable to attack any of your Pieces, your Buſineſs is to bring your Knight to the bl[illegible] King's Knight's third Square, in order to take his [illegible]ook's Pawn, which will give you the Game.

THIRD GAMBIT,

WITH

THREE BACK-GAMES,

One beginning from the ſecond, one from the third, and the laſt from the eleventh Move.

1.

White. THE King's Pawn two Steps.
Black. The ſame.

2.

W. The King's Biſhop's Pawn two Steps.
B. The Queen's Pawn two Steps *(a)*.

3.

W. The King's Pawn takes the Pawn.
B. The Queen takes the Pawn *(b)*.

(a) If he had played this Pawn one inſtead of two Steps, it would have formed quite another Game, therefore it requires a Back-Game to ſhew it.

(b) If he had taken your King's Biſhop's Pawn inſtead of taking your King's Pawn with his Queen, a ſecond Back-Game will ſhew the Conſequence.

4.

W. The Biſhop's Pawn takes the Pawn.
B. The Queen retakes the Pawn, and gives check.

5.

W. The Biſhop covers the check *(c)*.
B. The King's Biſhop at his Queen's 3d Square.

6.

W. The King's Knight at his Biſhop's 3d Square.
B. The Queen at her King's ſecond Square.

7.

W. The Queen's Pawn two Steps.
B. The Queen's Biſhop at his King's 3d Square.

8.

W. The King caſtles.
B. The Queen's Knight at his Queen's ſecond Square.

9.

W. The Queen's Biſhop's Pawn two Steps.
B. The Queen's Biſhop's Pawn one Step.

10.

W. The Queen's Knight at his Biſhop's third Square.
B. The King's Knight at his Biſhop's third Square.

11.

W. The King's Biſhop at his Queen's 3d Square.

(c) In this Situation the Game appears entirely equal on both Sides. However, it is to be obſerved, that you have the Advantage, tho' but a ſmall one; you have on your left Wing four Pawns, and that of your Queen at the head of them, whilſt your Adverſary's Pawns are divided three on each Side, and ſeparated from the Center. Therefore you are better able to hinder his Pieces from placing themſelves in the middle of the Cheſs-Board.

B. The

B. The King caſtles with his Rook *(d)*.

12.

W. The Queen's Biſhop at the black King's Knight's fourth Square *(e)*.

B. The King's Rook's Pawn one Move.

13.

W. The Queen's Biſhop at his King's Rook's fourth Square.

B. The Queen at her Home.

14.

W. The Queen's Knight at his King's fourth Square *(f)*.

B. The King's Biſhop at his King's ſecond Square.

15.

W. The Queen at her King's ſecond Square.

B. The Queen at her Biſhop's 2d Square *(g)*.

(d) It was equal to him to caſtle on his King's or Queen's Side. I have already given a general Rule, for attacking his King with your Pawns; nevertheleſs, for better Inſtruction, I ſhall make uſe of a third Back-Game, beginning from this eleventh Move.

(e) If he had not caſtled that way, this would have been very ill play'd; becauſe you had loſt a Move by his puſhing only his Rook's Pawn upon your Biſhop, or you had been forced then to change it for his Knight, which would no ways have done you any good, becauſe his other Knight would have retaken the ſame Place. But you play it now on purpoſe to excite him to puſh his Pawns that cover his King, that you may eaſier form your Attack upon it.

(f) If he had not removed his Queen, in order to make room for his Biſhop, your Knight would have been very troubleſome to him.

(g) If inſtead of playing his Queen, he had taken your Knight, you muſt have then retaken with your Queen. This would have put him upon his Shifts to ſave the Mate with which he was threatened.

 16. *W*.

16.

W. The Queen's Knight takes the Knight.
B. The Knight takes the Knight.

17.

W. The Biſhop takes the Knight.
B. The Biſhop takes the Biſhop.

18.

W. The Queen at her King's fourth Square.
B. The King's Knight's Pawn one Move.

19.

W. The Knight at the black King's 4th Square.
B. The Biſhop takes the Knight *(h)*.

20.

W. The Pawn takes the Biſhop.
B. The Queen's Rook at its Queen's Square *(i)*.

21.

W. The King's Rook at the black King's Biſhop's third Square.
B. The Queen at her ſecond Square *(k)*.

22.

W. The Rook takes the black King's Knight's Pawn, and gives check.
B. The Pawn takes the Rook.

23.

W. The Queen takes the Pawn, and gives check.

(h) If, inſtead of taking, he had retired his Biſhop, you muſt have then taken his King's Knight's Pawn with your Knight, and that would have given you the Game.

(i) If he had attack'd your Queen with his Biſhop, inſtead of playing this Rook, you muſt have taken his Biſhop with your King's Rook. This would have made an Opening upon his King, which would have proved very troubleſome to him.

(k) If he had not play'd the Queen at that Place, you muſt have taken his Biſhop with your Rook; and you would infallibly have won the Game.

B. The

B. The King at his Rook's Square *(l)*.

24.

W. The Queen takes the Rook's Pawn, and gives a perpetual Check.

FIRST BACK-GAME,

Beginning at the ſecond Move.

2.

White. THE King's Biſhop's Pawn two Steps.
Black. The Queen's Pawn one Move.

3.

W. The King's Knight at his Biſhop's 3d Square.
B. The Queen's Biſhop at the white King's Knight's fourth Square.

4.

W. The King's Biſhop at his Queen's Biſhop's fourth Square.
B. The Queen's Knight at his Biſhop's third Square *(a)*.

5. *W*.

(l) If, inſtead of retiring his King, he had cover'd it with his Queen, you muſt have taken his Biſhop giving him check, and you would have remain'd with a Biſhop and two Pawns againſt his Rook, beſides a good Attack, which was enough to win the Game. But as the Party ſtands at preſent, it is not worth while to finiſh it, becauſe the Length of it (without Inſtruction) would become tireſome; beſides, if it be conducted with my uſual Regularity, it would make no Alteration. Therefore I make an end of it with a perpetual Check.

(a) In the Defence, one is often forced to play againſt the general Rules, in order to break the Adverſary's Projects, but he that attacks is ſeldom in this Caſe. Therefore, the black playeth at preſent this Knight at his Biſhop's third Square

5.

W. The Queen's Biſhop's Pawn one Step.

B. The Biſhop takes the Knight *(b)*.

6.

W. The Queen takes the Biſhop.

B. The King's Knight at his Biſhop's 3d Square.

7.

W. The Queen's Pawn one Move.

B. The Queen's Knight at his Rook's fourth Square.

8.

W. The King's Biſhop gives check at the black Queen's Knight's fourth Square.

B. The Queen's Biſhop's Pawn one Move.

9.

W. The King's Biſhop at his Queen's Rook's fourth Square.

B. The Queen's Knight's Pawn two Steps.

10.

W. The King's Biſhop at his Queen's Biſhop's ſecond Square *(c)*.

B. The

for two Reaſons; the firſt, to defend his King's Pawn, and the other to attack your King's Biſhop's Pawn, which proves very incommodious to him upon that Line. If he had played any thing elſe, you muſt have taken his King's Pawn with your King's Biſhop's Pawn, and then, giving him check with your King's Biſhop, your Queen by this means would have taken his Queen's Biſhop; but if he had taken your King's Biſhop's Pawn inſtead of playing his Knight, you muſt have played your Queen's Pawn two Steps, and that would have made you a compleat Gambit, to follow as my former Inſtructions direct.

(b) If inſtead of taking your Knight, he had play'd any thing elſe without attacking ſome of your Pieces, you muſt then have play'd your Queen at her Knight's third Square. *Vide* the ſixth Back-Game of the firſt Gambit, Move the eighth.

(c) Without a true Knowledge of the Game, one will naturally

B. The King's Biſhop at his King's ſecond Square.

11.

W. The Queen's Pawn one Step.
B. The King's Pawn takes the Queen's Pawn.

12.

W. The Queen's Biſhop's Pawn retakes the Pawn.
B. The King caſtles.

13.

W. The Queen's Biſhop at his King's 3d Square.
B. The Queen's Knight at the white Queen's Biſhop's fourth Square.

14.

W. The Queen's Knight at his Queen's ſecond Square *(d)*.
B. The Queen's Knight takes the white Queen's Knight's Pawn.

turally conclude that theſe three laſt Moves were entirely loſt Moves; and really they do not only appear ſuch, but likewiſe quite contrary to the many Rules already preſcribed: Nevertheleſs, when you obſerve, that he, in order to chace your King's Biſhop, loſt as many Moves, and brought his Game in ſuch Situation that he cannot caſtle his Queen's Side, unleſs he has a mind to loſe the Game in a few Moves; and taking his King's Side for that Purpoſe, your King's Biſhop is extremely well ſituated to attack your Adverſary's King, you will eaſily confeſs theſe three Moves to have been well calculated; the more ſo, becauſe your being now Maſter of the Middle Part of the Cheſs-Board, you may place your Pawns as you pleaſe. If the Center is well ſuſtain'd, the Battle is half won,

(d) Playing this Knight, you leave one of your Pawns expoſed to, his Knight, without an apparent Neceſſity for it. But you muſt obſerve, that the Knight's or Rook's Pawns, when ſeparated from the Center, are of but little Conſequence; therefore you find here your Account better in purſuing your Attack without minding thoſe Pawns.

15.

W. The King's Knight's Pawn two Steps *(e)*.
B. The Queen's Knight at the white Queen's Bishop's fourth Square.

16.

W. The Knight takes the Knight.
B. The Pawn retakes the Knight.

17.

W. The King's Knight's Pawn one Move.
B. The Knight at his Queen's second Square.

18.

W. The King's Rook's Pawn two Steps.
B. The Queen gives check.

19.

W. The King at his Queen's Square.
B. The Queen at the white Queen's Rook's third Square.

20.

W. The Queen's Rook at its Bishop's Square.
B. The Queen takes the Rook's Pawn.

21.

W. The Queen at the black King's Rook's 4th Square *(f)*.

(e) This Pawn is play'd to dislodge afterwards his King's Knight; you might have done the same, pushing only your King's Pawn: but in this case, your Adversary would have play'd it at his Queen's fourth Square, a Place very convenient and advantageous to him, which would have proved a great Obstacle to your Attack. In this Circumstance you may see the Usefulness of your Front-pawns, because they will be able to force that Knight to retire in his Trenches, and remain out of Power to hurt you in the whole Course of the Game. Vide Reflexion *(d)* in the first Party, upon the Usefulness of Front-pawns.

(f) You play the Queen, to oblige him to push upon her his King's Knight's Pawn; this will enable you to attack your Adversary with your Rook's Pawn and make an Opening upon his King, which you will see presently.

B. The

B. The Queen's Rook at its Knight's Square.

22.

W. The King's Pawn one Move.

B. The King's Knight's Pawn one Move.

23.

W. The Queen at her King's ſecond Square.

B. The Queen's Rook at the white Queen's Knight's ſecond Square.

24.

W. The King's Rook's Pawn one Move.

B. The Queen's Biſhop's Pawn, or any other Piece, the Game being loſt.

25.

W. The King's Rook's Pawn takes the Pawn.

B. The King's Biſhop's Pawn retakes it *(g)*.

26.

W. The King's Rook takes the black King's Rook's Pawn.

B. The King takes the Rook *(h)*.

27.

W. The Queen gives check at the black King's Rook's fourth Square.

B. The King where he can.

28.

W. The Queen taking the Pawn gives check, and Mate the following Move.

(g) In caſe he had retaken with his Rook's Pawn, you muſt have play'd your Queen at your King's Rook's ſecond Square; which had won you the Game equally. You may make the Trial of it.

(h) If inſtead of taking your Rook he had play'd his own at his King's Biſhop's ſecond Square, you muſt have retired yours one Step, and ſuſtain'd it afterwards with your Queen. The Mate would have appeared the ſame, and had only been prolong'd one Move or two more.

SECOND BACK-GAME,

In the Third Gambit, beginning at the third Move.

3.

White. THE King's Pawn takes the black Queen's Pawn.

Black. The King's Pawn takes the Biſhop's Pawn.

4.

W. The King's Knight at his Biſhop's 3d Square.

B. The Queen takes the Pawn.

5.

W. The Queen's Pawn two Moves.

B. The Queen gives check at the white King's fourth Square.

6.

W. The King at his Biſhop's ſecond Square.

B. The King's Biſhop at his King's ſecond Square *(a)*.

7.

W. The King's Biſhop at his Queen's 3d Square.

B. The Queen at her Biſhop's third Square.

8.

W. The Queen's Biſhop takes the Pawn.

B. The Queen's Biſhop at her King's third Square.

(a) If he had not cover'd his King and left his Queen where ſhe was, he had run the Riſk to loſe her or the Game ſoon after; becauſe you would have given check with your Biſhop, and afterwards your King's Rook would have attack'd his Queen.

9.

W. The Queen at her King's ſecond Square.
B. The Queen at her ſecond Square.

10.

W. The Queen's Biſhop's Pawn two Steps.
B. The Queen's Biſhop's Pawn one Step.

11.

W. The Queen's Knight at his Biſhop's third Square.
B. The King's Knight at his Biſhop's third Square.

12.

W. The King's Rook's Pawn one Move.
B. The King caſtles.

13.

W. The King's Knight's Pawn two Moves.
B. The King's Biſhop at his Queen's 3d Square.

14.

W. The King's Knight at the black King's fourth Square.
B. The Biſhop takes the Knight.

15.

W. The Pawn retakes the Biſhop *(b)*.
B. The King's Knight at his King's Square.

16.

W. The Queen's Rook at its Queen's Square.
B. The Queen at her King's ſecond Square.

17.

W. The King's Knight's Pawn one Move.
B. The Queen's Knight at his Queen's ſecond Square.

(b) You take with your Pawn to force his Knight back, having no Place to advance it; you would not have remov'd him if you had attack'd him with your Biſhop.

18.

W. The Queen at the black King's Rook's fourth Square *(c)*.

B. The King's Knight's Pawn one Move.

19.

W. The Queen at the black King's Rook's third Square.

B. The Queen gives check.

20.

W. The King at his Knight's third Square.

B. The Queen's Knight takes the white King's Pawn.

21.

W. The Knight at his King's fourth Square.

B. The Queen at the white Queen's fourth Square *(d)*.

22.

W. The Knight gives check at the black King's Biſhop's third Square.

B. The Knight takes the Knight.

23.

W. The Pawn takes the Knight and forceth the Mate.

B. Loſt.

(c) See the Letter *(f)* in the firſt Back-Game of this Gambit.

(d) If he had play'd his Queen any where elſe he had loſt his Knight, and that would have been ſufficient to win the Game.

THIRD BACK-GAME,

To the Third Gambit, beginning at the eleventh Move.

11.

White. THE King's Biſhop at his Queen's third Square.

Black. The King caſtles on his Queen's Side.

12.

W. The King's Rook at its King's Square.

B. The Queen retires at her King's Biſhop's Square *(a)*.

13.

W. The Queen at her Rook's fourth Square.

B. The King at his Queen's Knight's Square.

14.

W. The Queen's Biſhop at his King's 3d Square.

B. The Queen's Biſhop's Pawn one Move *(b)*.

15.

W. The Queen's Pawn one Move.

B. The Queen's Biſhop at the white King's Knight's fourth Square.

(a) He retires his Queen to avoid the Loſs of a Piece, which you could force, by puſhing your Queen's Pawn upon his Queen's Biſhop.

(b) If he had attack'd your Queen with his Queen's Knight, you muſt have retir'd your Queen at her Knight's 3d Square, and afterwards puſh your Rook's Pawn to diſlodge his Knight.

16. *W.*

16.

W. The Queen's Knight's Pawn two Steps.
B. The Biſhop takes the Knight.

17.

W. The Pawn takes the Biſhop.
B. The Queen's Rook at its Biſhop's Square *(c)*.

18.

W. The Knight at the black Queen's Knight's fourth Square.
B. The Queen's Rook's Pawn one Step.

19.

W. The Knight takes the Biſhop.
B. The Queen takes the Knight.

20.

W. The Queen's Rook at its Knight's Square.
B. The Queen's Knight at his King's fourth Square.

21.

W. The King's Biſhop at his King's 2d Square.
B. The King's Knight at his Queen's ſecond Square.

22.

W. The Queen at the black Queen's Rook's fourth Square.
B. The Queen gives check at her King's Knight's third Square.

23.

W. The King at his Rook's Square.
B. The Queen at her third Square *(d)*.

(c) Any thing that he can play, the Game is ſo diſpoſed that he cannot avoid loſing it, that is to ſay, if the Game be well conducted on both Sides.

(d) Any thing elſe he could have play'd, you muſt have taken his Pawn with your Queen's Knight's Pawn; and in caſe your Adverſary had taken it, you muſt have retaken with your Rook, in order to double them afterwards.

24.

W. The Pawn takes the Pawn.

B. The King's Knight takes the Pawn.

25.

W. The Queen's Rook at the black Queen's Knight's third Square.

B. The Queen at her King's Biſhop's Square.

26.

W. The King's Rook at its Queen's Knight's Square.

B. The Queen's Knight at his Queen's ſecond Square.

27.

W. The Queen's Rook takes the black Queen's Rook's Pawn.

B. The Knight takes the Rook.

28.

W. The Queen retakes the Knight.

B. The Queen's Rook at its Biſhop's 2d Square.

29.

W. The Queen's Pawn one Move, and wins the Game.

FOURTH GAMBIT,

Commonly called

CUNNINGHAM's GAMBIT,

The Author of which thought it a ſure Game, but I find quite the reverſe; three Pawns well conducted, for the Loſs of a Biſhop only, will win the Game, playing well on both Sides. There will be two Back-Games, one from the ſeventh, and the other at the eleventh Move.

1.

White. THE King's Pawn two Moves.
Black. The ſame.

2.

W. The King's Biſhop's Pawn two Moves.
B. The King's Pawn takes the Pawn.

3.

W. The King's Knight at his Biſhop's third Square.
B. The King's Biſhop at his King's ſecond Square.

4.

W. The King's Biſhop at his Queen's Biſhop's fourth Square.

B. The King's Biſhop gives check.

5.

W. The King's Knight's Pawn one Move.

B. The Pawn takes the Pawn.

6.

W. The King caſtles.

B. The Pawn takes the Rook's Pawn, and gives check.

7.

W. The King at his Rook's Square.

B. The King's Biſhop at his third Square *(a)*.

8.

W. The King's Pawn one Move.

B. The Queen's Pawn two Steps *(b)*.

9.

W. The King's Pawn takes the Biſhop.

B. The King's Knight takes the Pawn.

10.

W. The King's Biſhop at his Queen's Knight's third Square.

B. The Queen's Biſhop at his King's third Square.

(a) If inſtead of playing this Biſhop at his third Square he had play'd it at his King's ſecond Square, you had won the Game in a few Moves, which you will ſee by my firſt Back-Game, beginning from this ſeventh Move.

(b) Without a ſacrifice of this Biſhop he could not win the Game; but, loſing it, for three Pawns, he muſt by a good Management of them, become your Conqueror. The very Strength of thoſe three Pawns (provided he doth not be too haſty in puſhing them forwards, and that they be always well ſuſtain'd by his Pieces) will win the Game in ſpite of your beſt Defence.

11.

W. The Queen's Pawn one Move *(c)*.
B. The King's Rook's Pawn one Move *(d)*.

12.

W. The Queen's Biſhop at his King's Biſhop's fourth Square.
B. The Queen's Biſhop's Pawn two Steps.

13.

W. The Queen's Biſhop takes the Pawn next to his King.
B. The Queen's Knight at his Biſhop's third Square.

14.

W. The Queen's Knight at his Queen's ſecond Square.
B. The King's Knight at the white King's Knight's fourth Square *(e)*.

(c) If you had puſh'd this Pawn two Steps, you had given to his Knights a free Entry in your Game, which would have loſt you the Party very ſoon. But, to make this more ſenſible, I make it the Subject of a ſecond Back-game from this eleventh Move.

(d) This Move is of great Conſequence to him, becauſe it hinders you from attacking his King's Knight with your Queen's Biſhop, which would have enabled you to ſeparate his Pawns by changing one of your Rooks for one of his Knights, and in this caſe the Advantage of the Game would have turned on your Side.

(e) He playeth this Knight to take your Queen's Biſhop, which would prove very incommodious to him in caſe he ſhould caſtle on his Queen's Side. It is here proper to obſerve again as a general Rule, that if the Strength of your Game conſiſts in Pawns, the beſt way is to take the Adverſary's Biſhops as ſoon as poſſible, becauſe they can ſtop the advancing of the Pawns, much better than the Rooks.

15.

W. The Queen at her King's ſecond Square *(f)*.
B. The Knight takes the Biſhop.

16.

W. The Queen takes the Knight.
B. The Queen at her Knight's Square *(g)*.

17.

W. The Queen takes the Queen *(h)*.
B. The Rook takes the Queen.

18.

W. The Queen's Rook at its King's Square.
B. The King at his Queen's ſecond Square.

19.

W. The King's Knight gives check.
B. The Knight takes the Knight.

20.

W. The Queen's Rook takes the Knight.
B. The King at his Queen's third Square.

21.

W. The King's Rook at its King's Square.
B. The Queen's Knight's Pawn two Steps.

22.

W. The Queen's Biſhop's Pawn one Step.
B. The Queen's Rook at its King's Square.

(f) Not knowing how to ſave your Biſhop without doing worſe, you play your Queen to take his Place again when taken; for, if you had play'd it at your King's Biſhop's fourth Square to hinder the check of his Knight, he would have puſh'd his King's Knight's Pawn upon your ſaid Biſhop, and would have made you loſe the Game immediately.

(g) If he had played his Queen any where elſe, ſhe would have been cramp'd; therefore he offers to change, that in caſe you refuſe he may place her at her third Square, where ſhe not only would have been ſafe, but extremely well poſted.

(h) If you did not take his Queen, your Game would be ſtill in a worſe Condition.

23.

W. The Queen's Rook's Pawn two Steps.
B. The Queen's Rook's Pawn one Step.

24.

W. The Knight at his King's Biſhop's 3d Square
B. The King's Knight's Pawn two Steps.

25.

W. The King at his Knight's ſecond Square.
B. The King's Biſhop's Pawn one Move *(i)*.

26.

W. The Queen's Rook at its King's 2d Square.
B. The King's Rook's Pawn one Step.

27.

W. The Queen's Rook's Pawn takes the Pawn.
B. The Pawn retakes the Pawn.

28.

W. The King's Rook at its Queen's Rook's Square.
B. The Queen's Rook at her Home *(k)*.

29.

W. The King's Rook returns to its King's Square.
B. The Biſhop at his Queen's ſecond Square.

30.

W. The Queen's Pawn one Move.
B. The Queen's Biſhop's Pawn one Move.

31.

W. The Biſhop at his Queen's Biſhop's ſecond Square.

(i) If he had puſh'd this Pawn two Steps, you had gain'd his Queen's Pawn, taking it with your Biſhop. This would have mended your Game very much.

(k) One muſt always ſtrive to hinder the Adverſary from doubling his Rooks, particularly when there is an Opening in the Game, therefore he propoſes immediately to change one for the other.

B. The King's Rook's Pawn one Move (*l*).

32.

W. The King's Rook at his Home.
B. The King's Rook at its fourth Square (*m*).

33.

W. The Queen's Knight's Pawn one Move.
B. The Queen's Rook at its King's Rook's Square.

34.

W. The Queen's Knight's Pawn one Move.
B. The King's Knight's Pawn one Move.

35.

W. The Knight at his Queen's ſecond Square.
B. The King's Rook at its King's Knight's 4th Square.

36.

W. The King's Rook at its King's Biſhop's Square.
B. The King's Knight's Pawn one Move.

37.

W. The Rook takes the Pawn, and gives check.
B. The King at his Queen's Biſhop's ſecond Square.

38.

W. The King's Rook at the black King's Knight's third Square.

(*l*) He playeth this Pawn to puſh afterwards that of his King's Knight's upon your Knight, with an Intention to force it from his Poſt; but if he had puſhed his Knight's Pawn before he play'd this, you muſt have poſted your Knight at your King's Rook's fourth Square, and by this means you would have ſtopp'd the Progreſs of all his Pawns.

(*m*) If inſtead of playing this he had given check with his Rook's Pawn, he would have play'd ill, and entirely againſt the Inſtruction given in the firſt Party. Vide Refl. (*x*), firſt Party.

B. The King's Rook's Pawn gives check.

39.

W. The King at his Knight's Square.
B. The King's Knight's Pawn one Move.

40.

W. The Rook takes the Rook.
B. The Rook's Pawn gives check.

41.

W. The King takes the Knight's Pawn.
B. The Rook's Pawn makes a Queen, and gives check.

42.

W. The King at his Biſhop's ſecond Square.
B. The Rook gives check at its King's Biſhop's Square.

43.

W. The King at his third Square.
B. The Queen gives check at the white King's Rook's third Square.

44.

W. The Knight covers the check having no other way.
B. The Queen takes the Knight, and afterwards the Rook, and gives mate in two Moves after.

FIRST BACK-GAME,

Beginning at the Seventh Move of this Fourth Gambit.

7.

White. THE King at his Rook's Square.
Black. The Bifhop at his King's fecond Square.

8.

W. The King's Bifhop takes the Pawn, and gives check.
B. The King takes the Bifhop.

9.

W. The King's Knight at the black King's fourth Square, giving double Check.
B. The King at his third Square, any where elfe he lofes his Queen.

10.

W. The Queen gives check at her King's Knight's fourth Square.
B. The King takes the Knight.

11.

W. The Queen gives check at the black King's Bifhop's fourth Square.
B. The King at his Queen's third Square.

12.

W. The Queen gives Check-mate at the black Queen's fourth Square.

A SEQUEL to this

FIRST BACK-GAME,

In caſe your Adverſary refuſes taking your Biſhop with his King, at the Eighth Move of this firſt Back-Game.

8.

White. THE King's Biſhop takes the Pawn and gives check.

Black. The King at his Biſhop's Square.

9.

W. The King's Knight at the black King's fourth Square.

B. The King's Knight at his King's Biſhop's 3d Square.

10.

W. The King's Biſhop at his Queen's Knight's third Square.

B. The Queen at her King's Square.

11.

W. The King's Knight at the black King's Biſhop's ſecond Square.

B. The Rook at her Knight's Square.

12.

W. The King's Pawn one Move.

B. The Queen's Pawn two Moves.

13. *W.*

13.

W. The Pawn takes the Knight.
B. The Pawn retakes the Pawn.

14.

W. The Biſhop takes the Pawn.
B. The Queen's Biſhop at the white King's Knight's fourth Square.

15.

W. The Queen at her King's Square.
B. The Queen's Biſhop at her King's Rook's fourth Square.

16.

W. The Queen's Pawn two Steps *(a)*.
B. The Biſhop takes the Knight.

17.

W. The Queen's Biſhop gives check.
B. The Rook covers the Check.

18.

W. The Knight at his Queen's Biſhop's 3d Square.
B. The Biſhop takes the Biſhop.

19.

W. The Knight retakes the Biſhop.
B. The Queen at her King's Biſhop's 2d Square.

20.

W. The Knight takes the Biſhop.
B. The Queen takes the Knight.

21.

W. The Queen takes the Queen.
B. The King takes the Queen.

22.

W. The Biſhop takes the Rook, and with the Superiority of a Rook, beſides a good Situation, will eaſily win the Game.

(a) This Piece is ſacrificed, only to ſhorten the Game.

SECOND BACK-GAME,

Beginning at the eleventh Move of this *Cunningham*'s Gambit.

11.

White. THE Queen's Pawn two Moves.
Black. The King's Knight at the white King's fourth Square.

12.

W. The Queen's Bishop at his King's Bishop's fourth Square.
B. The King's Bishop's Pawn two Moves.

13.

W. The Queen's Knight at his Queen's second Square *(a)*.
B. The Queen at her King's second Square.

14.

W. The Queen's Bishop's Pawn two Moves.
B. The Queen's Bishop's Pawn one Move *(b)*.

(a) You play this Knight to tempt your Adversary to take it; but if he did, he would play very ill; because you are to observe, that a Knight thus situated, that is to say, sustain'd by two Pawns, whilst you have no Pawn left to push up to remove it, that Knight is at least worth a Rook, and becomes so incommodious, that you will be forced to take it; and in this case your Adversary reunites his two Pawns, one of which will probably either make a Queen, or cost you a Piece to hinder it.

(b) If he had taken your Pawn, his Game would have very much diminish'd in Strength, because his Knight had been sustain'd but by one Pawn instead of two; besides, he would have been forced to retire his King's Knight when attack'd, in order to preserve the Pawn that sustain'd it.

15.

W. The Pawn takes the Pawn.
B. The Pawn retakes the Pawn.

16.

W. The Queen's Rook at its Biſhop's Square.
B. The Queen's Knight at his Biſhop's third Square.

17.

W. The Queen's Knight takes the Knight.
B. The King's Biſhop's Pawn retakes the Knight.

18.

W. The Knight takes the black Pawn next to his King.
B. The King caſtles with his Rook.

19.

W. The Queen at her ſecond Square.
B. The King's Rook's Pawn one Step.

20.

W. The Queen's Rook at the black Queen's Biſhop's fourth Square.
B. The Queen's Rook at its Queen's Square.

21.

W. The King's Biſhop at his Queen's Rook's fourth Square.
B. TheKing's Knight's Pawn two Steps.

22.

W. The Queen's Biſhop at his King's third Square.
B. The Rook takes the Rook.

23.

W. The Knight takes the Rook.
B. The Queen at her third Square.

24.

W. The Queen at her King's Rook's 2d Square.
B. The King at his Knight's ſecond Square.

25.

W. The Queen takes the Queen.
B. The Rook retakes the Queen.

26.

W. The Queen's Rook's Pawn one Move.
B. The King at his Knight's third Square.

27.

W. The Queen's Knight's Pawn two Steps.
B. The King's Rook's Pawn one Move.

28.

W. The Queen's Knight's Pawn one Move.
B. The Knight at his King's ſecond Square.

29.

W. The Rook at the black Queen's Biſhop ſecond Square.
B. The Rook at its Queen's ſecond Square.

30.

W. The Rook takes the Rook, if not it will be the ſame.
B. The Biſhop retakes the Rook.

31.

W. The King at his Knight's ſecond Square.
B. The King's Rook's Pawn one Step.

32.

W. The Queen's Biſhop at his King's Biſhop's ſecond Square.
B. The King at his Rook's fourth Square.

33.

W. The King's Biſhop gives check.
B. The Biſhop covers the Check.

34.

W. The Biſhop takes the Biſhop.
B. The King takes the Biſhop.

35.

W. The Knight gives check at his King's third Square.

B. The King at the white King's Bishop's fourth Square.

36.

W. The King at his Rook's third Square.

B. The King at the white King's Bishop's third Square.

37.

W. The Knight at his King's Knight's fourth Square.

B. The Knight at his King's Bishop's fourth Square.

38.

W. The Bishop at his King's Knight's Square.

B. The King's Pawn one Move.

39.

W. The Queen's Rook's Pawn one Move.

B. The King's Pawn one Move.

40.

W. The Bishop at his King's Bishop's second Square.

B. The Knight takes the Queen's Pawn, and wins afterwards the Party.

A

NEW OBSERVATION

UPON THE

Gambit call'd *Cunningham*'s.

I have already ſhewn, that the Attack of that Gambit is far from being good, ſince the Defence muſt win every way when tolerably well perform'd; three Pawns well conducted cannot be leſs than equivalent to a Piece: But the ſure way to win is, when the firſt Check is given with the Biſhop, to remove your King to his own Biſhop's Place, and not puſhing the Pawn, as *Cunningham* ſheweth.

1.

White. THE King's Pawn two Moves.
Black. The ſame.

2.

W. The King's Biſhop's Pawn two Moves.
B. The Pawn takes the Pawn.

3.

W. The King's Knight at his Biſhop's 3d Square.
B. The

B. The King's Bishop at his King's second Square.

4.

W. The King's Bishop at his Queen's Bishop's fourth Square.

B. The Bishop gives check.

5.

W. The King at his Bishop's Square *(a)*.

B. The Queen's Pawn one Step.

6.

W. The Queen's Pawn two Steps.

B. The Queen at her King's Bishop's 3d Square.

7.

W. The King's Pawn one Step.

B. The Queen's Pawn takes the Pawn.

8.

W. The Queen's Pawn retakes the Pawn.

B. The Queen at her King's second Square.

9.

W. The Queen's Bishop takes the Gambit's Pawn.

B. The Queen's Bishop at the white King's Knight's fourth Square.

10.

W. The Queen's Knight at his Bishop's third Square.

B. The Queen's Bishop's Pawn one Step.

11.

W. The Queen's Knight at his King's fourth Square, and must win the Game.

(a) Retiring your King at his Bishop's Place, makes it impossible for your Adversary to preserve the Gambit's Pawn, which will be always in your Power to take, and preserve continually the Attack upon him.

THE

QUEEN's GAMBIT,

OTHERWISE

GAMBIT of ALEPPO,

Wherein there will be ſix Back-games.

1.

White. THE Queen's Pawn two Steps.
Black. The Queen's Pawn two Steps likewiſe.

2.

W. The Queen's Biſhop's Pawn two Steps.
B. The Pawn takes the Pawn.

3.

W. The King's Pawn two Moves *(a)*.
B. The King's Pawn two Moves.

(a) If inſtead of two, you had puſh'd this Pawn but one Step, your Adverſary would in this Caſe have ſhut up your Queen's Biſhop for at leaſt half the Game; my firſt Back-game will be the Evidence of it. In the mean while I take this Opportunity to acquaint you, that a certain Author (otherwiſe a very good Player, who delights chiefly in this Queen's Gambit) teaches to puſh this Pawn only one Step; however, this will convince him and others that it is abſolutely better to puſh it two Steps; nevertheleſs, I will agree, that puſhing it only one Step, you may ſometimes deceive a bad Player, but this doth not juſtify the Move.

(b) If inſtead of playing this Pawn, he had ſuſtain'd the Gambit's Pawn, he had loſt the Game. This will be ſeen by a ſecond Back-game. But if he had neither puſh'd this Pawn, nor

4.

W. The Queen's Pawn one Move *(c)*.

B. The King's Bishop's Pawn two Moves *(d)*.

5.

W. The Queen's Knight at his Bishop's third Square.

B. The King's Knight at his Bishop's 3d Square.

6.

W. The King's Bishop's Pawn one Move.

B. The King's Bishop at his Queen's Bishop's fourth Square.

7.

W. The Queen's Knight at his Rook's fourth Square *(e)*.

B. The Bishop takes the Knight, near the white King's Rook *(f)*.

8.

W. The Rook takes the Bishop.

nor taken the Gambit's Pawn, in this case you must have push'd your King's Bishop's Pawn two Steps, and your Game would have been in the best of Situations, for having then three Pawns in Front.

(c) If instead of pushing your Pawn forwards you had taken his King's Pawn, you had lost the Advantage of the Attack. This will be the Subject of a third Back-game.

(d) If he had play'd any thing else, you must have push'd your King's Bishop's Pawn two Steps; by this means you would have procured your Pieces an entire Liberty to act.

(e) If instead of playing your Knight in order to take his King's Bishop, or make him remove it from that Line (as you are instructed in the first Party) you had taken the Gambit's Pawn, you had lost the Game again. This must be shewn by a fourth Back-game.

(f) If instead of taking your Knight, he had play'd his Bishop at your Queen's fourth Square, you must have attack'd it with your King's Knight, and taken it the subsequent Move.

B. The King caſtles *(g)*.

9.

W. The Knight at his Queen's Biſhop's 3d Square.
B. The Pawn takes the Pawn.

10.

W. The King's Biſhop takes the Gambit's Pawn *(h)*.
B. The Pawn takes the white King's Biſhop's Pawn.

11.

W. The Pawn retakes the Pawn *(i)*.
B. The Queen's Biſhop at his King's Biſhop's fourth Square.

12.

W. The Queen's Biſhop at his King's third Square.
B. The Queen's Knight at his Queen's ſecond Square.

13.

W. The Queen at her ſecond Square.
B. The Queen's Knight at his third Square.

14.

W. The Queen's Biſhop takes the Knight.
B. The Rook's Pawn retakes the Biſhop.

(g) Inſtead of caſtling, if he had puſh'd his Queen's Knight's Pawn two Steps in order to ſuſtain his Gambit's Pawn, you will be convinced by a fifth Back-game that he had loſt the Party; and if inſtead of either of theſe two Moves, he had choſen to take your King's Pawn, your retaking it would have hindered him from taking yours again with his Knight, becauſe he would have loſt the Game by your giving him check with your Queen. This is eaſily ſeen without a Back-game.

(h) This particular Move demands a ſixth Back-game; becauſe if you had retaken his King's Biſhop's Pawn with your King's Biſhop's Pawn, you had loſt the Game again.

(i) In retaking this Pawn, you give an Opening to your Rook upon his King, and this Pawn ſerves likewiſe for a better Guard to your King, it ſtops alſo the Courſe of your Adverſary's Knight; and though you have at preſent a Pawn leſs, you have the beſt of the Game by the Situation.

15. *W.*

15.

W. The King castles on his Queen's Side.

B. The King at his Rook's Square.

16.

W. The King's Rook at the black King's Knight's fourth Square.

B. The King's Knight's Pawn one Move.

17.

W. The Queen at her King's third Square.

B. The Queen at her third Square.

18.

W. The Knight at his King's fourth Square.

B. The Bishop takes the Knight.

19.

W. The Pawn retakes the Bishop, and reunites his Comrades.

B. The King's Rook at its King's Square.

20.

W. The King at his Queen's Knight's Square.

B. The Queen at her Bishop's fourth Square.

21.

W. The Queen takes the Queen.

B. The Pawn retakes the Queen.

22.

W. The Queen's Rook at its King's Square.

B. The King at its Knight's second Square.

23.

W. The King at his Queen's Bishop's second Square.

B. The King's Rook's Pawn one Move.

24.

W. The King's Rook at his Knight's third Square.

B. The Knight at his King's Rook's fourth Square.

25.

W. The attack'd Rook ſaves itſelf at the Queen's Knight's third Square.

B. The Queen's Knight's Pawn one Move.

26.

W. The Queen's Pawn one Step, to make an Opening for your Rook and Biſhop.

B. The Pawn takes the Pawn.

27.

W. The King's Rook takes the Pawn.

B. The Queen's Rook at its Queen's Square.

28.

W. The Queen's Rook at its Queen's Square.

B. The Knight at his King's Biſhop's third Square.

29.

W. The King's Rook gives check.

B. The King at his Rook's Square.

30.

W. The Biſhop at the black Queen's fourth Square, to hinder the Adverſary's Pawns advancing.

B. The Knight takes the Biſhop.

31.

W. The Rook retakes the Knight.

B. The King's Rook at its Biſhop's Square.

32.

W. The Queen's Rook at its Queen's ſecond Square.

B. The King's Rook at the white King's Biſhop's fourth Square.

33.

W. The Queen's Rook at its King's ſecond Square.

B. The Queen's Pawn one Move.

34.

W. The Pawn takes the Pawn.

B. The Queen's Rook takes the Pawn.

35.

W. The King's Rook at the black King's ſecond Square.

B. The King's Knight's Pawn one Step; if he ſuſtain'd the Pawn, the Game was loſt.

36.

W. One of the two Rooks takes the Pawn.

B. The Rook takes the Rook.

37.

W. The Rook retakes the Rook.

B. The Rook gives check at the white King's Biſhop's ſecond Square.

38.

W. The King at his Queen's Biſhop's third Square.

B. The Rook takes the Pawn.

39.

W. The Rook's Pawn two Steps *(k)*.

B. The King's Knight's Pawn one Step.

40.

W. The Rook's Pawn one Move.

B. The Knight's Pawn one Move.

41.

W. The Rook at its King's Square.

B. The Knight's Pawn one Move.

42.

W. The Rook at its King's Knight's Square.

B. The Rook gives check.

43.

W. The King at his Queen's Biſhop's fourth Square.

(k) If you had taken his Pawn with your Rook, inſtead of puſhing this Pawn, you had loſt the Game; becauſe your King would have hindered your Rook's coming in time to ſtop the Paſſage of his Knight's Pawn. This may be ſeen by playing over the ſame Moves.

B. The Rook at the white King's Knight's third Square.

44.

W. The Rook's Pawn one Move.

B. The Rook at its Knight's ſecond Square.

45.

W. The King takes the Pawn.

B. The Rook's Pawn one Move.

46.

W. The King at the black Queen's Knight's third Square.

B. The Rook's Pawn one Move.

47.

W. The Rook's Pawn one Move.

B. The Rook takes the Pawn *(l)*.

48.

W. The Rook takes the Pawn *(m)*.

B. The Rook at the King's Rook's ſecond Square.

49.

W. The Pawn two Steps.

B. The Pawn one Step.

50.

W. The Rook at its King's Rook's ſecond Square.

B. The King at his Knight's ſecond Square.

51.

W. The Pawn one Move.

B. The King at his Knight's third Square.

52.

W. The King at the black Queen's Biſhop's third Square.

(l) If he did not take your Pawn, you muſt have taken his; and that would have given you the Game.

(m) If inſtead of taking his Pawn, you had taken his Rook, you had loſt the Game: There requires no Back-games to ſhew theſe laſt Moves, being eaſily found with but very little Trouble in playing them over again.

B. The King at his Knight's fourth Square.

53.

W. The Pawn one Move.
B. The King at the white King's Knight's fourth Square.

54.

W. The Pawn advances.
B. The Rook takes the Pawn, and playing afterwards his King upon the Rook, it is visible to be a drawn Game, because his Pawn will cost your Rook.

FIRST BACK-GAME,

Beginning at the third Move of this Queen's Gambit.

3.

White. THE King's Pawn one Move.
Black. The King's Bishop's Pawn two Steps *(a)*.

4.

W. The King's Bishop takes the Pawn.
B. The King's Pawn one Move.

5.

W. The King's Bishop's Pawn one Move.

(a) The moving of this Pawn must convince you, that it had been better to push your King's Pawn two Steps, because (as you can easily perceive) his Pawn hinders the Union of your King's and Queen's Pawns in front.

B. The King's Knight at his Biſhop's third Square *(b)*.

6.

W. The Queen's Knight at his Biſhop's third Square.

B. The Queen's Biſhop's Pawn two Steps *(c)*.

7.

W. The King's Knight at his King's ſecond Square.

B. The Queen's Knight at his Biſhop's third Square.

8.

W. The King caſtles.

B. The King's Knight's Pawn two Steps *(d)*.

9.

W. The Queen's Pawn takes the Pawn *(e)*.

B. The Queen takes the Queen.

10.

W. The Rook retakes the Queen.

B. The King's Biſhop takes the Pawn.

11.

W. The King's Knight at his Queen's fourth Square.

B. The King at his ſecond Square.

12.

W. The Queen's Knight at his Rook's fourth Square.

(b) He playeth this Knight for the ſame purpoſe, which is to hinder your King's and Queen's Pawns to aſſemble.

(c) This is puſh'd again with the ſame Deſign to hinder the Center Pawns to unite in front.

(d) He playeth this Pawn to puſh that of his King's Biſhop's upon your King's Pawn in caſe of need, which would be the Cauſe of an entire Separation of your beſt Pawns.

(e) If inſtead of taking this Pawn you had advanced it, your Adverſary would have attack'd your King's Biſhop with his Queen's Knight to oblige you to give him check; and in this caſe, he, playing his King at his Biſhop's ſecond Square, had gain'd the Move upon you, and a very good Situation of Game.

B. The

B. The King's Biſhop at his Queen's third Square.

13.

W. The King's Knight takes the Knight.

B. The Pawn retakes the Knight.

14.

W. The King's Biſhop's Pawn one Step (*f*).

B. The King's Rook's Pawn one Step.

15.

W. The Queen's Biſhop at his Queen's ſecond Square.

B. The Knight at his Queen's fourth Square.

16.

W. The King's Knight's Pawn one Step.

B. The Queen's Biſhop at his Queen's ſecond Square.

17.

W. The King at his Biſhop's ſecond Square.

B. The Queen's Biſhop's Pawn one Move.

18.

W. The Knight at his Queen's Biſhop's third Square.

B. The Queen's Biſhop at his third Square.

19.

W. The Knight takes the Knight.

B. The Pawn retakes the Knight.

20.

W. The King's Biſhop at his King's ſecond Square.

B. The Queen's Rook at its King's Knight's Square.

21.

W. The Queen's Biſhop at his third Square.

(*f*) You advance this Pawn to hinder your Adverſary's putting three Pawns in front, which he would have perform'd by puſhing only his King's Pawn.

B. The

B. The King's Knight's Pawn takes the Pawn.

22.

W. The Bishop takes the Rook *(g)*.
B. The Pawn takes the King's Pawn giving check.

23.

W. The King retakes the Pawn.
B. The Rook takes the Bishop.

24.

W. The King's Bishop at his third Square.
B. The King at his third Square.

25.

W. The King's Rook at its Queen's second Square.
B. The Queen's Pawn gives check.

26.

W. The King at his Bishop's second Square.
B. The Queen's Bishop at the white King's fourth Square.

27.

W. The Queen's Rook at its King's Square.
B. The King at his Queen's fourth Square.

28.

W. The King's Rook at its King's second Square.
B. The Rook at its King's Square.

29.

W. The King's Knight's Pawn one Move.
B. The Bishop takes the Bishop.

(g) If you had retaken his Pawn with your Knight's Pawn, he would have push'd his Queen's Pawn upon your Bishop, and afterwards would have entered your Game with a Check of his Rook, sustain'd by his Queen's Bishop; and if you had taken this Pawn with your King's Pawn, he might have done the same; that would have given him a very good Game, because one of his Pawns being then pass'd (that is to say, a Pawn that can be no more stopp'd but by Pieces) will infallibly cost a Piece, to hinder the making of it a Queen.

30.

W. The Rook takes the Rook.

B. The Pawn takes the Pawn.

31.

W. The King's Rook's Pawn one Move.

B. The Queen's Biſhop's Pawn one Move.

32.

W. The King's Rook at the black King's Rook's Square.

B. The Queen's Pawn one Move.

33.

W. The King at his third Square.

B. The King's Biſhop gives check at his Queen's Biſhop's fourth Square.

34.

W. The King at his Biſhop's fourth Square, having no other Place.

B. The Queen's Pawn one Move, and wins the Game *(b)*.

(b) I let your Game be loſt, only to ſhew the Strength of two Biſhops againſt the Rooks, particularly when the King is placed between two Pawns. But if inſtead of employing your Rooks to make War againſt his Pawns, you had, on the thirty-firſt Move, play'd your Rook at the black Queen's Square; on the thirty-ſecond Move brought your other Rook at your Adverſary's King's ſecond Square; and on the thirty-third Move ſacrificed your firſt Rook for his King's Biſhop; inſtead of loſing, you had made it a drawn Game.

SECOND

SECOND BACK-GAME,

Beginning at the third Move of this Queen's Gambit.

3.

White. THE King's Pawn two Steps.
Black. The Queen's Knight's Pawn two Steps.

4.

W. The Queen's Rook's Pawn two Steps.
B. The Queen's Biſhop's Pawn one Step.

5.

W. The Queen's Knight's Pawn one Step.
B. The Gambit's Pawn takes the Pawn.

6.

W. The Rook's Pawn takes the Pawn.
B. The Queen's Biſhop's Pawn takes the Pawn.

7.

W. The King's Biſhop takes the Pawn, and gives check.
B. The Biſhop covers the Check.

8.

W. The Queen takes the Pawn.
B. The Biſhop takes the Biſhop.

(a) It is of the ſame Conſequence in the Attack of the Queen's Gambit, to ſeparate the Adverſary's Pawns on that Side, as it is in the King's Gambits to ſeparate them on the King's Side.

9. *W.*

9.

W. The Queen retakes the Biſhop, and gives check.
B. The Queen covers the Check.

10.

W. The Queen takes the Queen.
B. The Knight retakes the Queen.

11.

W. The King's Biſhop's Pawn two Steps.
B. The King's Pawn one Move or Step.

12.

W. The King at his ſecond Square.
B. The King's Biſhop's Pawn two Steps *(b)*.

13.

W. The King's Pawn one Move.
B. The King's Knight at his King's ſecond Square.

14.

W. The Queen's Knight at his Biſhop's third Square.
B. The King's Knight at his Queen's fourth Square *(c)*.

15.

W. The Knight takes the Knight.
B. The Pawn retakes the Knight.

(b) By puſhing this Pawn two Steps, his Scheme is to force you to puſh forwards your King's Pawn, in order to make your Queen's Pawn, now at the Head, be left behind, and of no uſe to you. (Vide Ref. *(l)* in the third Party.) Neverthеleſs you muſt play it; but you will ſtrive afterwards with the Help of your Pieces to change this your Queen's Pawn for his King's, and give by this means a free Paſſage to your own King's Pawn.

(c) In this preſent Situation your Adverſary is forced to propoſe the changing of Knights, though by this Move he ſeparates his Pawns; becauſe if he had play'd any thing elſe, you would have taken his Rook's Pawn, playing only your Knight at the black Queen's Knight's fourth Square, as you may eaſily perceive.

16.

W. The Queen's Biſhop at his Rook's 3d Square.

B. The Biſhop takes the Biſhop.

17.

W. The Rook takes the Biſhop.

B. The King at his ſecond Square.

18.

W. The King at his Biſhop's third Square.

B. The King's Rook at its Queen's Knight's Square.

19.

W. The Knight at his King's ſecond Square.

B. The King at his third Square.

20.

W. The King's Rook at its Queen's Rook's Square.

B. The King's Rook at its Queen's Knight's 2d Square.

21.

W. The Queen's Rook gives check.

B. The Knight covers the Check.

22.

W. The King's Rook at the black Queen's Rook's fourth Square.

B. The King's Knight's Pawn one Move.

23.

W. The Knight at his Queen's Biſhop's 3d Square.

B. The Queen's Rook at its Queen's Square.

24.

W. The Queen's Rook takes the Rook's Pawn.

B. The Rook takes the Rook.

25.

W. The Rook retaketh, and muſt win the Game, having a Pawn Superiority, and moreover a Pawn paſt, which amounts to a Piece *(d)*.

(d) One may ſee by this Back-game, that a Pawn, when ſeparated from his Fellows, will ſeldom or never make a Fortune.

THIRD BACK-GAME,

Beginning at the fourth Move of this Queen's Gambit.

4.

White. THE Queen's Pawn takes the Pawn.
Black. The Queen takes the Queen...

5.

W. The King retakes the Queen.
B. The Queen's Biſhop at his King's 3d Square.

6.

W. The King's Biſhop's Pawn two Steps.
B. The King's Knight's Pawn one Step.

7.

W. The Queen's Knight at his Biſhop's third Square.
B. The Queen's Knight at his Queen's ſecond Square.

8.

W. The King's Rook's Pawn one Move.
B. The King's Rook's Pawn two Moves.

9.

W. The Queen's Biſhop at his King's 3d Square.
B. The King caſtles.

10.

W. The King at his Queen's Biſhop's 2d Square.
B. The King's Biſhop at his Queen's Biſhop's fourth Square.

11.

W. The Biſhop takes the Biſhop.
B. The Knight retakes the Biſhop.

12.

W. The King's Knight at his Biſhop's third Square.
B. The Queen's Biſhop's Pawn one Step.

13.

W. The King's Knight at the black King's Knight's fourth Square.
B. The Queen's Knight's Pawn two Steps.

14.

W. The King's Biſhop at his King's ſecond Square.
B. The King's Knight at his King's ſecond Square.

15.

W. The Knight takes the Biſhop.
B. The Pawn retakes the Knight.

16.

W. The Queen's Rook's Pawn two Steps.
B. The Queen's Knight at the white Queen's Knight's third Square.

17.

W. The Queen's Rook at its ſecond Square.
B. The Queen Rook's Pawn one Step.

18.

W. The Queen Rook's Pawn takes the Pawn.
B. The Queen's Rook's Pawn retakes the Pawn.

19.

W. The Rook gives check.
B. The King at his Queen's Knight's ſecond Square.

20.

W. The Rook takes the Rook.

B. The Rook retakes the Rook.

21.

W. The Rook at its Queen's Square.

B. The Queen's Knight gives check at the white Queen's fourth Square.

22.

W. The King at his Queen's Knight's Square.

B. The King at his Queen's Knight's third Square.

23.

W. The King's Knight's Pawn two Steps.

B. The Pawn takes the Pawn.

24.

W. The Pawn retakes the Pawn.

B. The Queen's Biſhop's Pawn one Move.

25.

W. The King's Knight's Pawn one Move.

B. The King's Knight at his Queen's Biſhop's third Square.

26.

W. The Biſhop at his King's Knight's 4th Square.

B. The Queen's Knight's Pawn one Move.

27.

W. The Knight at his King's ſecond Square.

B. The King's Knight at his Queen's Rook's fourth Square.

28.

W. The Knight takes the Knight.

B. The Pawn retakes the Knight.

29.

W. The Biſhop takes the Pawn.

B. The King at his Queen's Biſhop's 4th Square.

30.

W. The King's Biſhop's Pawn one Step.

B. The Queen's Pawn one Move.

31.

W. The King's Biſhop's Pawn takes the Pawn *(a)*.
B. The Knight at the white Queen's Knight's 3d Square.

32.

W. The Pawn one Move.
B. The Rook at its Queen's Rook's Square, to give Check-mate.

33.

W. The Rook takes the Pawn.
B. The Rook gives check.

34.

W. The King has but one Place.
B. The Rook gives Check-mate at its Queen's Biſhop's Square.

FOURTH BACK-GAME,

Beginning at the ſeventh Move of this Queen's Gambit.

7.

White. THE King's Biſhop takes the Gambit's Pawn.
Black. The King's Biſhop's Pawn takes the Pawn.

8.

W. The King's Biſhop's Pawn retakes the Pawn.

(a) He takes this Pawn, to make a Queen upon the white Queen's Square, where his Biſhop ſuſtains the Pawn.

B. The

B. The King's Knight at the white King's Knight's fourth Square.

9.

W. The King's Knight at his Rook's third Square.

B. The Queen gives check.

10.

W. The King at his Queen's ſecond Square.

B. The King's Knight at the white King's third Square.

11.

W. The Queen at her King's ſecond Square.

B. The Queen's Biſhop at the white King's Knight's fourth Square.

12.

W. The Queen at her third Square.

B. The King's Knight takes the King's Knight's Pawn.

13.

W. The King's Knight at his Home.

B. The Queen at the white King's Square giving check.

14.

W. The King retires.

B. The King's Biſhop takes the Knight, and will eaſily win the Game.

FIFTH BACK-GAME,

At the eighth Move.

8.

White. THE Rook retakes the Bishop.
Black: The Queen's Knight's Pawn two Steps.

9.

W. The Knight at the black Queen's Bishop's fourth Square.
B. The King castles.

10.

W. The Queen's Rook's Pawn two Moves.
B. The Queen's Knight at his Rook's 3d Square.

11.

W. The Knight takes the Knight.
B. The Bishop retakes the Knight.

12.

W. The Rook's Pawn takes the Pawn.
B. The Bishop retakes the Pawn.

13.

W. The Queen's Knight's Pawn one Move.
B. The King's Bishop's Pawn takes the Pawn.

14.

W. The Queen's Knight's Pawn takes the Pawn.
B. The Bishop at his Queen's second Square.

15.

W. The Queen's Bishop at the black King's Knight's fourth Square.

B. The

B. The Pawn takes the Pawn.

16.

W. The Pawn retakes the Pawn.
B. The King at his Rook's Square.

17.

W. The King's Biſhop at his Queen's 3d Square.
B. The King's Rook's Pawn one Move.

18.

W. The King's Rook's Pawn two Moves.
B. The Rook's Pawn takes the Queen's Biſhop.

19.

W. The Pawn retakes the Pawn.
B. The Knight at his Rook's fourth Square.

20.

W. The Biſhop at the black King's Knight's 3d Square.
B. The Knight at the white King's Biſhop's 4th Square.

21.

W. The Queen at her Biſhop's ſecond Square.
B. The Knight takes the Biſhop to avoid the mate.

22.

W. The Queen retakes the Knight.
B. The Biſhop at his King's Biſhop's 4th Square.

23.

W. The Queen gives check.
B. The King retires.

24.

W. The King's Knight's Pawn one Move.
B. The Biſhop takes the Pawn.

25.

W. The Queen takes the Biſhop.
B. The Queen at her King's Biſhop's 3d Square.

26.

W. The Queen's Rook at the black Queen's Rook's third Square.

B. The Queen takes the Queen.

27.

W. The Queen's Rook retakes the Queen.

B. The King's Rook at its Biſhop's 2d Square.

28.

W. The King at his ſecond Square.

B. The Queen's Rook's Pawn two Steps.

29.

W. The Queen's Rook at the black King's third Square.

B. The Rook's Pawn one Move.

30.

W. The Rook takes the Pawn.

B. The Rook's Pawn one Move.

31.

W. TheKing's Rook at its Queen's Rook's Square.

B. The Rook's Pawn one Move.

32.

W. The Rook at its King's third Square.

B. The King's Rook at its Biſhop's third Square.

33.

W. The King at his Queen's third Square.

B. The Rook gives check.

34.

W. The King at his fourth Square.

B. The Rook takes the Rook.

35.

W. The King retakes the Rook.

B. The Rook at its Queen's Rook's 3d Square.

36.

W. The King at his Queen's fourth Square.

B. The

B. The King at his Biſhop's ſecond Square.

37.

W. The King at his Queen's Biſhop's 3d Square.
B. The Rook gives check.

38.

W. The King at his Queen's Knight's 4th Square.
B. The Rook takes the Pawn.

39.

W. The Rook takes the Pawn.
B. The King at his ſecond Square.

40.

W. The Queen's Biſhop's Pawn one Step.
B. The King's Knight's Pawn two Steps.

41.

W. The Rook at the black Queen's Rook's ſecond Square.
B. The King at his Queen's Square.

42.

W. The King at the black Queen's Knight's fourth Square.
B. The Knight's Pawn one Move.

43.

W. The King at the black Queen's Biſhop's 3d Square.
B. The Rook gives check.

44.

W. The Pawn covers the Check.
B. The Pawn takes the Pawn.

45.

W. The Pawn retakes the Pawn.
B. The King at his Home.

46.

W. The Rook at the black King's Knight's 2d Square.

B. The Rook at its third Square.

47.

W. The King at the black Queen's Biſhop's ſecond Square, and afterwards puſhing his Pawn, will win the Game.

SIXTH BACK-GAME,

Beginning at the tenth Move.

10.

White. THE King's Biſhop's Pawn takes the Pawn.

Black. The Knight takes the King's Pawn.

11.

W. The Knight retakes the Knight.

B. The Queen gives check.

12.

W. The Knight at his King's Knight's 3d Square.

B. The Queen's Biſhop at the white King's Knight's fourth Square.

13.

W. The King's Biſhop at his King's ſecond Square *(a)*.

B. The Queen takes the Rook's Pawn.

14.

W. The King's Rook at its Biſhop's Square *(b)*.

(a) Any thing you could have play'd could not hinder you from loſing a Piece.

(b) If inſtead of playing your Rook you had play'd your King, he had won it ſooner, playing only his Rook at your King's Biſhop's ſecond Square.

B. The

B. The Queen takes the Knight and gives check.

15.

W. The King at his Queen's ſecond Square.

B. The Queen's Knight at his Queen's ſecond Square.

16.

W. The Rook takes the Rook *(c)*.

B. The Rook retakes the Rook.

17.

W. The Queen at her King's Square.

B. The Rook at the white King's Biſhop's ſecond Square, and wins the Game.

(c) If you had taken his Biſhop, he would have given you check with his Queen at your Queen's third Square, and mate by taking your Rook the following Move.

To give Check-mate with a Rook and a Bishop, against a Rook.

The Situation in which I put the Pieces, is the most advantageous for the defending Rook; but in case the Defender doth not choose that Retreat, it is not at all difficult to force his King at the Extremity of the Chess-board.

SITUATION.

White. The King at the black King's 3d Square, the Rook upon the Queen's Bishop's Line, and the Bishop at the black King's fourth Square.

Black. The King at his Home, and the Rook at its Queen's second Square.

1.

White. THE Rook gives check.
Black. The Rook covers the Check.

2.

W. The Rook at the black Queen's Bishop's 2d Square.
B. The Rook at the white Queen's 2d Square.

3.

W. The Rook at the black Queen's Knight's second Square.

B. The

B. The Rook at the white Queen's Square.

4.

W. The Rook at the black King's Knight's ſecond Square *(a)*.

B. The Rook at the white King's Biſhop's Square.

5.

W. The Biſhop at his King's Knight's third Square *(b)*.

B. The King at his Biſhop's Square.

6.

W. The Rook at its King's Knight's 4th Square.

B. The King at his Home.

7.

W. The Rook at its Queen's Biſhop's fourth Square *(c)*.

B. The Rook at the white Queen's Square.

8.

W. The Biſhop at his King's Rook's 4th Square.

B. The King at his Biſhop's Square.

9.

W. The Biſhop at the black King's Biſhop's 3d Square.

B. TheRook gives check at the white King'sSquare.

10.

W. The Biſhop covers the Check.

B. The King at his Knight's Square.

11.

W. The Rook at the King's Rook's 4th Square, and gives Mate the following Move.

The Letters *a*, *b*, *c*, ſend you back from thoſe Moves to another way of giving him Check-mate, according as he changes his Moves.

From the Letter *(a)* on the fourth Move.

4.

White. THE Rook at the black King's Knight's second Square.

Black. The King at his Biſhop's Square.

5.

W. The Rook at the black King's Rook's ſecond Square.

B. The Rook at the white King's Knight's Square.

6.

W. The Rook at the black Queen's Biſhop's 2d Square.

B. The Rook gives check at its King's Knight's third Square *(x)*.

7.

W. The Biſhop covers the Check.

B. The King at his Knight's Square.

8.

W. The Rook gives check.

B. The King at his Rook's ſecond Square.

9.

W. The Rook gives Check-mate at the black King's Rook's Square.

(x) A

(x) A Sequel of this, from the ſixth Move, in caſe he doth not give check with his Rook.

6.

White. THE Rook at the black Queen's Biſhop's ſecond Square.

Black. The King at his Knight's Square.

7.

W. The Rook gives check at the Queen's Biſhop's Square.

B. The King at his Rook's ſecond Square.

8.

W. The Rook gives check at the black King's Rook's Square.

B. The King at his Knight's third Square.

9.

W. The Rook gives check at the black King's Knight's Square, and takes the black Rook for nothing.

(b) Another way of giving Mate with a Rook and a Biſhop, againſt a Rook, beginning from the fifth Move.

5.

White. THE Biſhop at his King's Knight's third Square.

Black. The Rook at the white King's Biſhop's third Square.

6.

W. The Biſhop at the black Queen's 3d Square.

B. The Rook gives check at the white King's 3d Square.

7.

W. The Biſhop covers the Check.

B. The Rook at the white King's Biſhop's third Square.

8.

W. The Rook gives check at the black King's ſecond Square.

B. The King at his Queen's Square.

9.

W. The Rook at the black Queen's Knight's ſecond Square, and gives Mate the following Move, at the black Queen's Knight's Square.

(c) Another way to give Mate from the feventh Move.

7.

White. THE Rook at its Queen's Bifhop's fourth Square.

Black. The King at his Bifhop's Square.

8.

W. The Bifhop at the black King's fourth Square.

B. The King at his Knight's Square.

9.

W. The Rook at its King's Rook's 4th Square, and gives Mate the following Move, at the black King's Rook's Square.

A particular Reflection upon the Fourth Party;

By which one may be convinced, that it is rather difadvantageous to play the Queen's Bifhop's Pawn on the fecond Move.

1.

Black. THE King's Pawn two Moves.

White. The fame.

2.

B. The Queen's Bifhop's Pawn one Move.

W. The Queen's Pawn two Moves.

3.

B. The Pawn takes the Pawn.
W. The Queen retakes the Pawn.

4.

B. The Queen's Pawn two Moves.
W. The Pawn takes the Pawn.

5.

B. The Pawn retakes the Pawn.
W. The Queen's Bishop's Pawn two Steps.

6.

B. The Queen's Bishop at his King's 3d Square.
W. The Pawn takes the Pawn.

7.

B. The Queen retakes the Pawn.
W. The Queen takes the Queen.

8.

B. The Bishop retakes the Queen.
W. The Queen's Knight at his Bishop's 3d Square.

Without going any further, I leave to consider whether the Black has made any thing of his Attack, tho' he play'd the very best Moves.

F I N I S.